

High Roller

Grade Level: PreK-K

Number of Players: 2 to 4 players per group

Mathematical Understanding:

- Recognizing quantities and numerals that are greater than and less than
- Counting or counting-on to find the greatest quantity
- Writing numerals

**Children may use the number line on the Number Writing page and/or the classroom can provide manipulatives to support in comparing numbers as needed.

Materials Needed:

- Two dice per group
- High Roller Recording Sheet
- Numeral Writing page including the number line from 1-6
- Manipulatives for building quantities (optional)
- Pencils

Object of the Game: To identify numbers that are greater than and less than and to combine numbers to get the greatest number

Directions:

Player 1 rolls two dice, identifies the one die that is greater of the two, and writes that number for their score on the recording sheet. (If **doubles** are rolled the Player count **all** the dots on both dice and records the total from both dice for their score.)

All player then record this number on their Number Writing page in the column for the corresponding numeral.

Each Player in turn repeats these steps.

Play continues until each Player has played 2 rounds. (If there are only 2 players, play continues until each Player has played 4 rounds each, recording their scores in the space for Player 3 and Player 4.)

Each Player then combines their numbers from both rounds to get his/her total score.

The winner is the player with the greatest total number after 2 rounds of play.

Optional:

Players may need to work together to identify the greater number on the dice, to combine their two numbers for a total score, and/or to identify which total number is the greatest.

Guiding Questions:

- What do you know?
- Where do you think you will begin?
- Where are you stuck? What is confusing? What are you wondering about?
- What are you going to try?
- What did you think about to come to your answer?

Differentiation:

To keep all Player involved, other player may be given the responsibility of using the number line to confirm the greater number and the greatest total scores.

On their Number Writing Sheet all students can write each player’s greater number in the box in the column for the appropriate numeral or draw picture to represent the quantity.

After play is complete, using the Number Writing pages, there can be a discussion around which numeral was rolled the most and which numeral was rolled the least.

Game Trajectory:

Pre K-K: Players roll dice to recognize numerals, compare numbers to identify which is greater than or less than, write numerals, and determine sums.

K-2: Players roll dice to recognize numerals, identify which is greater than or less than, and determine the greatest value.

3-5: Players roll dice and use the value to create the largest factor possible. The factors are combined to create the largest sum possible.

5-6: Players roll three or more dice and multiply using three or more factors. Players may also keep and use a two-digit number to create a factor.

Clean up Checklist for Game Bag:

- Laminated Master of the High Roller directions sheet
- Dice – 2 per group
- High Roller directions copies (extras)
- High Roller recording sheet copies (extras)
- PreK-K Numeral Writing page copies (extras)
- Pencils

High Roller Recording Sheet:

Player 1

High score for round 1 _____

High score for round 2 _____

Total _____

Player 2

High score for round 1 _____

High score for round 2 _____

Total _____

Player 3

High score for round 1 _____

High score for round 2 _____

Total _____

Player 4

High score for round 1 _____

High score for round 2 _____

Total _____

PreK-K Number Writing:

1	2	3	4	5	6

K-2 Number Writing Sheet:

1	2	3	4	5	6	7	8	9	10	11	12