The No Name Game

You need 3 or more classmates
3 dice numbered 1-6

a photocopy of the grids copymaster

Game One

Ariana's game uses three dice numbered 1–6 and a grid like the one below for each player.

4236

Iosua, I want to show you a new game! It involves addition and making 10. I haven't thought of a name for it yet.



So that's it, Iosua. Good game, eh?

Ariana throws the dice and gets 1, 1, and 2. She crosses out the 6 on her game board. Next, she throws 3, 4, and 5, so she can't cross out any number on her game board. For 1, 5, and 2, Ariana crosses out 2. For 2, 2, and 3, she crosses out 3, and for 4, 2, and 3, she crosses out 1.

Er ... yeah, but what are the rules?

- 1. Can you work out how to play Ariana's game?
 With a classmate, discuss how to play the game and write out a set of rules that others could follow.
- 2. Use Ariana's grid and your rules to play the No Name Game with some classmates.



Game Two

In this version of the No Name Game, everything adds up to 100. You use three dice and a 3 x 3 grid. Draw your own grid or use the photocopied sheet.

Before you start, fill in your grid, using 10, 20, 30, 30, 40, 50, 60, 70, or 80.

(Note that 30 is used twice.)

How to play:

Take turns to roll the dice. On your turn, choose 2 or 3 of your dice numbers, multiply them by 10, and add them together. Then try to find a number on your grid that you can add to your total to make 100. The first player to cross out all the numbers on their grid is the winner.

I've rolled 3, 2, and 6.
I'll use the 3 and the 6.
So now I make them 10 times bigger and add them up.
30 + 60 = 90. 90 + 10 = 100, so I can cross out 10.

How to use your numbers:

Crossing out your numbers is a bit harder in this game. Ariana and Iosua explain what they do on their first turns.



I've thrown $\boxed{1}$, $\boxed{1}$, and $\boxed{3}$, 10 + 10 + 30 = 50, and 50 + 50 = 100. I've got 50 on my grid, so I can cross that out.

- 1. Play the game with a classmate.
- 2. Change the rules. Make up your own game and try it with a classmate.