

# ROLL AND WRITE

**LEVEL:** Pre-Kindergarten - Grade 1

**SKILLS:** identify objects in a group 1-6 using one-to-one correspondence, subitizing, write numerals 1-6, graphing

**PLAYERS:** 2 or as solitaire

**EQUIPMENT:** die

**GOAL:** to count the pips on the die rolled and write the total as a numeral

## GETTING STARTED:

Player One rolls the die. Players must count the dots on the die and write the corresponding numeral on their paper. The first player to write the correct numeral scores one point and rolls next. The first player to score twenty points is the winner. **OR** Play cooperatively, roll, count, and both write the numeral on your own graph.

### **MATH TALK**

Have the students announce after they count their pips what their number is before they write it. It might also be beneficial to the rest of the group to hear them count the pips out loud in order to reinforce number order or correct mistakes such as skipping numbers or counting out of order.

## MATH JOURNAL WORK AND EXTENSIONS:

1. This game is a great way to pull a bi-weekly assessment of student progress. Students will play SOLITAIRE. Have students roll the die, record number on to the gameboard. The gameboard is complete when one of the number columns is filled up to the top (see example).
2. Have students look at their graphs/results and record what number was rolled the > number of times, the < number of times. Were any numbers rolled the same amount of time? Place graph into their math assessment file or portfolio.
3. This is a great game to play individually during math center time. Just keep extra gameboards handy with dice on a back counter.

## VARIATION:

1. Once children have learned to add, two dice may be used, added together, before writing the numeral.

$$\begin{array}{|c|c|} \hline \cdot & \cdot \\ \hline \cdot & \cdot \\ \hline \end{array} + \begin{array}{|c|c|} \hline & \\ \hline & \\ \hline \end{array} = 6$$

See sample on page 143 and page 145 with a 2-12 graph for a recording sheet.







2. Use a 12 sided pipped die to count higher numbers.



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ROLL AND WRITE TO 6 GAMEBOARD					
				5	
				5	
1	2		4	5	
1	5	3	4	5	6
					

ROLL AND WRITE TO 12 GAMEBOARD											
1											
1		3									
1	2	3							10		
1	2	3	4						10		
1	2	3	4	5	6	7	8		10	11	
1	2	3	4	5	6	7	8	9	10	11	
•	••	•••	••••	•••••	••••••	•••••••	••••••••	•••••••••	••••••••••	•••••••••••	••••••••••••

ROLL AND WRITE TO 6 GAMEBOARD					
					
					
					
					
					
					

# ROLL AND WRITE TO 12 GAMEBOARD

