

# Teachtopia Dice Math

## Race around the Track

- Steps:**
1. Decide on how many players (at least two)
  2. Decide how many dice each player will roll at once when they have their turn. (1-3)
  3. Place a marker for each player at START. (counters work great)
  4. Each person takes turns and moves the value on one dice or the total sum of two dice (addition), the difference of two dice (subtraction), or sum of three dice (addition).
  5. As each person rolls, they advance their marker as many spaces as their one dice value or the sum or difference (for 2 or 3 dice)
  6. The winner is the first person to reach the END. (players decide if the last roll has to be an exact number or not)

<b>START/END</b> 							