

# BIG IDEAS GAME CLOSET



0	1	2	3	4	5

## Take Your Chances



**Materials:** 2 number cubes per pair, 20 chips or markers per player  
Chart with 6 columns labeled 0-5

### Directions:

Players: 2

1. Students place their markers in any or all columns. (They can place them all in one column or distribute them in any way.)
2. Players take turns rolling the dice. Then take the difference of the numbers on the dice.
3. Each player removes one chip from the number column with the result of the difference. If they do not have a chip in the column none is removed.
4. Players continue rolling the dice and removing chips until all chips are removed or until time is called.

### Who Wins?

The first player to remove all the chips from their chart wins or the player with the fewest chips remaining on the chart when time is called wins the round.

Students should play several rounds, each time placing their chips wherever they like.

**Discuss:** Following the second or third round discuss the chip placement.

1. How they determined chip placement?
2. How they changed the placement with each round?

**Game chart for Take Your Chances**

<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

