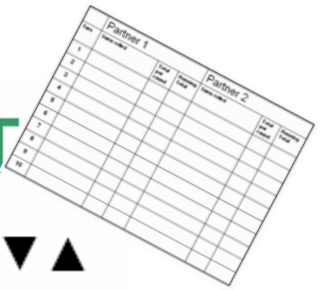




# BIG IDEAS GAME CLOSET



## Anything but Eight

**Materials:** Two number cubes and a game board for each pair.

**Directions:** Students play in pairs and take turns. After rolling the number cubes player 1 records the sum of the numbers. Player 1 can continue as long as desired or until the sum of the number cubes is 8. If the sum is 8, the player loses all points for that round. If the player stops before getting a sum of 8, the players find the total of all points for the round. Player 2 does the same. Both players use the chart to keep a running total of points.

**Who Wins?** The partner with the highest running total at the end of 10 rounds, or when "time" is called wins.

**Variation:** If number cubes of two different colors are used, designate one as a positive number and the other as a negative number. Change the game to Anything but 0.

**Discuss:** Discuss with the students how often they can expect a sum of 8. Have them make a chart that will help them to see the possibilities. How can they use this information to make better choices in the game?

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



## Game chart for Anything but 8

	Partner 1			Partner 2		
Round	Sums rolled	Total per round	Running Total	Sums rolled	Total per round	Running Total
<b>1</b>						
<b>2</b>						
<b>3</b>						
<b>4</b>						
<b>5</b>						
<b>6</b>						
<b>7</b>						
<b>8</b>						
<b>9</b>						
<b>10</b>						



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