

Christmas Math Games with Dice

6 games = math fun!

Learning Ideas for Preschool and Elementary Kids

1. Roll the Die Memory Match- visual discrimination, one-to-one correspondence, subitizing
2. Snap it Up! & Decorate the Tree (2 versions of each)- one-to-one correspondence, subitizing, addition, subtraction, beginning multiplication and division
3. Roll and Cover- one-to-one correspondence, subitizing, addition
4. Up on the Housetop Fact Families- addition, subtraction, multiplication, division, fact families
5. Jingle All the Way- addition to 100, multiplication (if using the variations)
6. Blank Christmas Game Boards – add dice and use for any skill you'd like!

Visit our site here to read the post about the games →

<http://thisreadingmama.com/christmas-math-games-with-dice/>

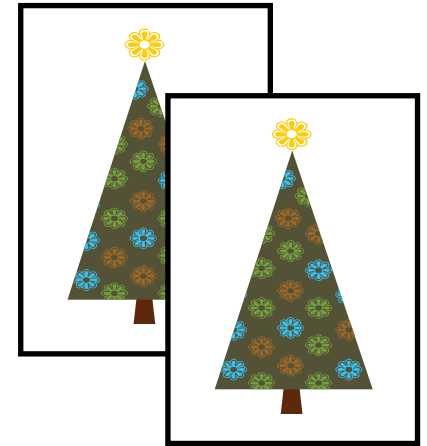
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Roll a Die Memory Match



For 2-4 players.

Materials: 1 die, Christmas Tree Cards (from this pack)

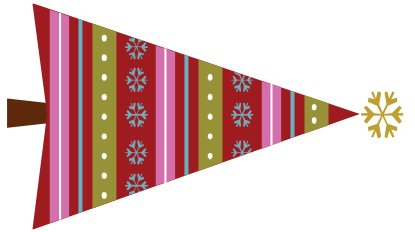
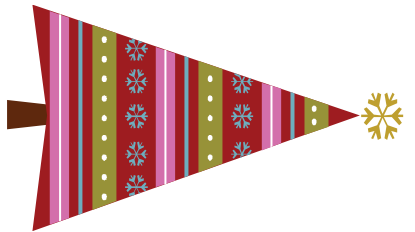
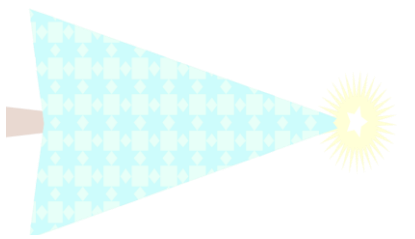
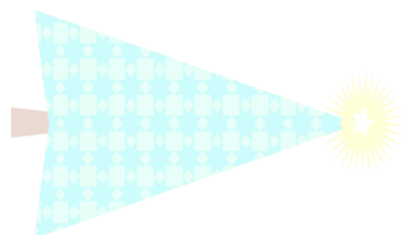
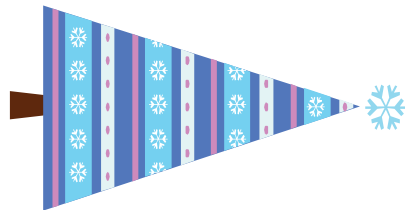
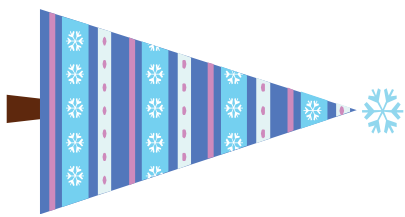
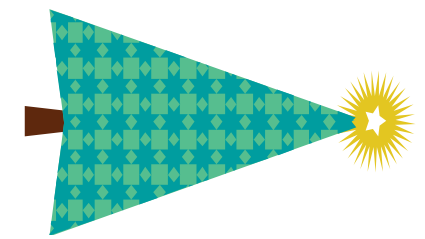
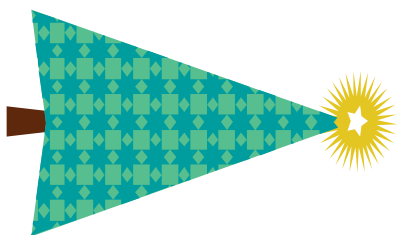
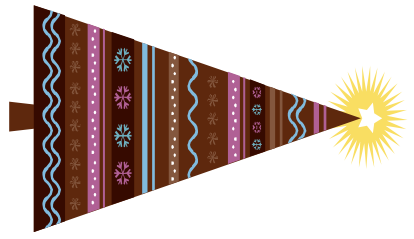
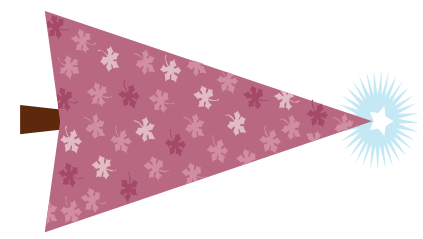
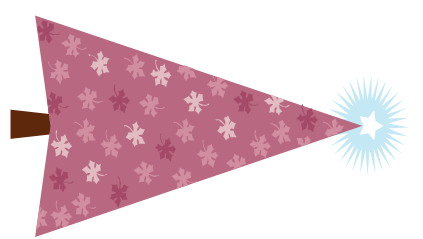
To Play:

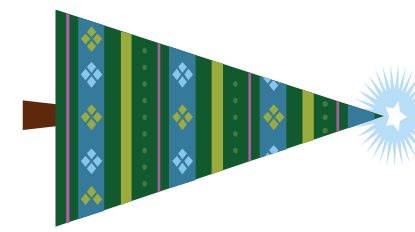
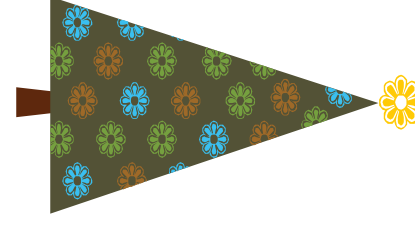
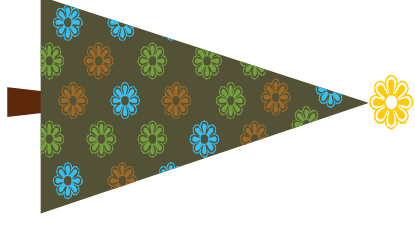
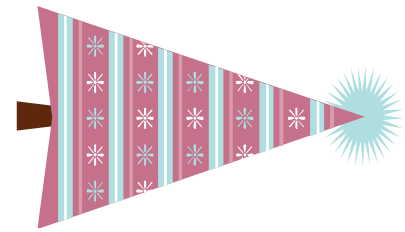
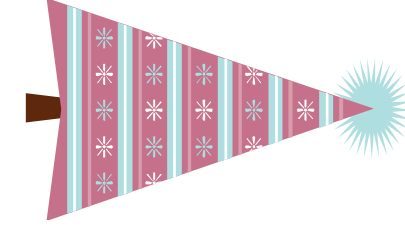
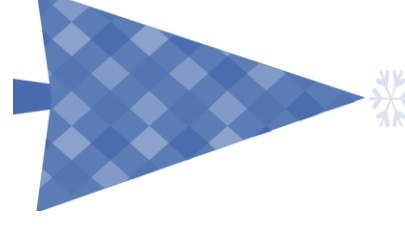
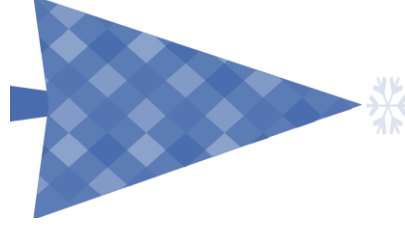
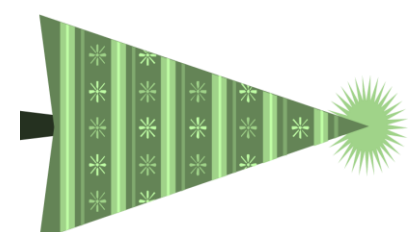
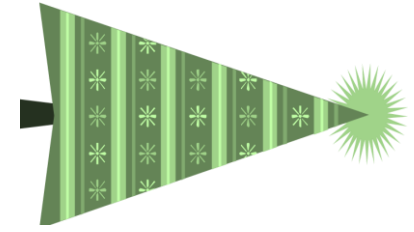
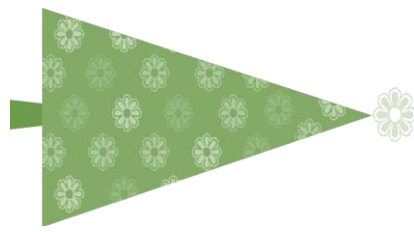
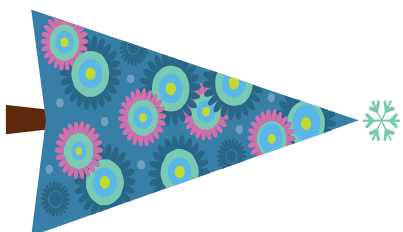
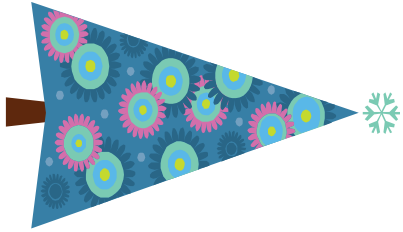
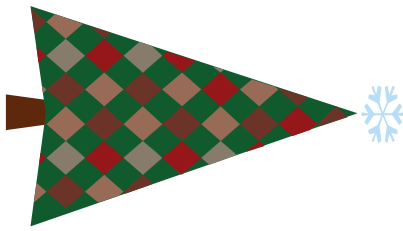
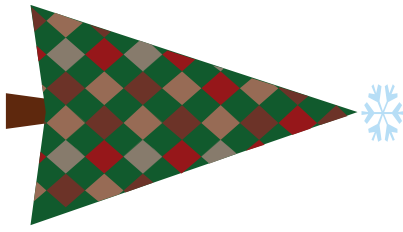
The first player rolls the die*. He is allowed to turn over as many cards as his die indicates. For example, if he rolls a 1, he may only turn over one card. If he rolls a 4, he can turn over four cards on his turn. If he finds any matches, he may keep them and play continues to the next player. If he does not find any matches, play also continues to the next player.

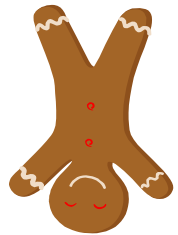
Play continues in this fashion, with all players rolling the die and turning over that many cards. The person with the most matches at the end of the game is the winner.

*This game can be played without the die as well, just as a "normal" Christmas Tree Memory Match.

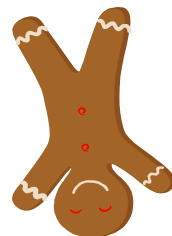
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9	5	4	3	2	1
9	5	4	3	2	1



Snap it Up!

for 1 die

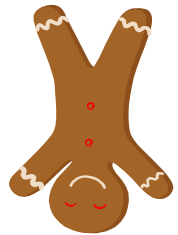
For 2 players. Before playing, players place 12 markers on their game board. Players take turns rolling one die to remove a marker. If both markers have already been removed for the number rolled, the player's turn is over. The player who removes all his markers first from his board is the winner.

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





12	11	10	9	8	7
6	5	4	3	2	1



Snap it Up!

for 2 dice

For 2 players. Before playing, players place 12 markers on their game board. Players take turns rolling two dice, using any operation (addition, subtraction, multiplication, or division) to remove a marker. If a marker has already been removed for all possible operations, the player's turn is over. The player who removes all his markers first from his board is the winner.

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1	2	3	4	5	6
7	8	9	10	11	12





9	5	4	3	2	1
9	5	4	3	2	1



Decorate the Tree

for 1 die

For 2 players. Players take turns rolling one die and place a marker on the matching number. If both numbers (example: both 6's) have already been covered for the number rolled, the player's turn is over. The player who covers his board is the winner.

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





12	11	10	9	8	7
6	5	4	3	2	1



Decorate the Tree

for 2 dice

For 2 players. Players take turns rolling two dice, using any operation (addition, subtraction, multiplication, or division) to place a marker on their game board. If a marker has already been placed for all possible operations, the player's turn is over. The player who removes all his markers first from his board is the winner.

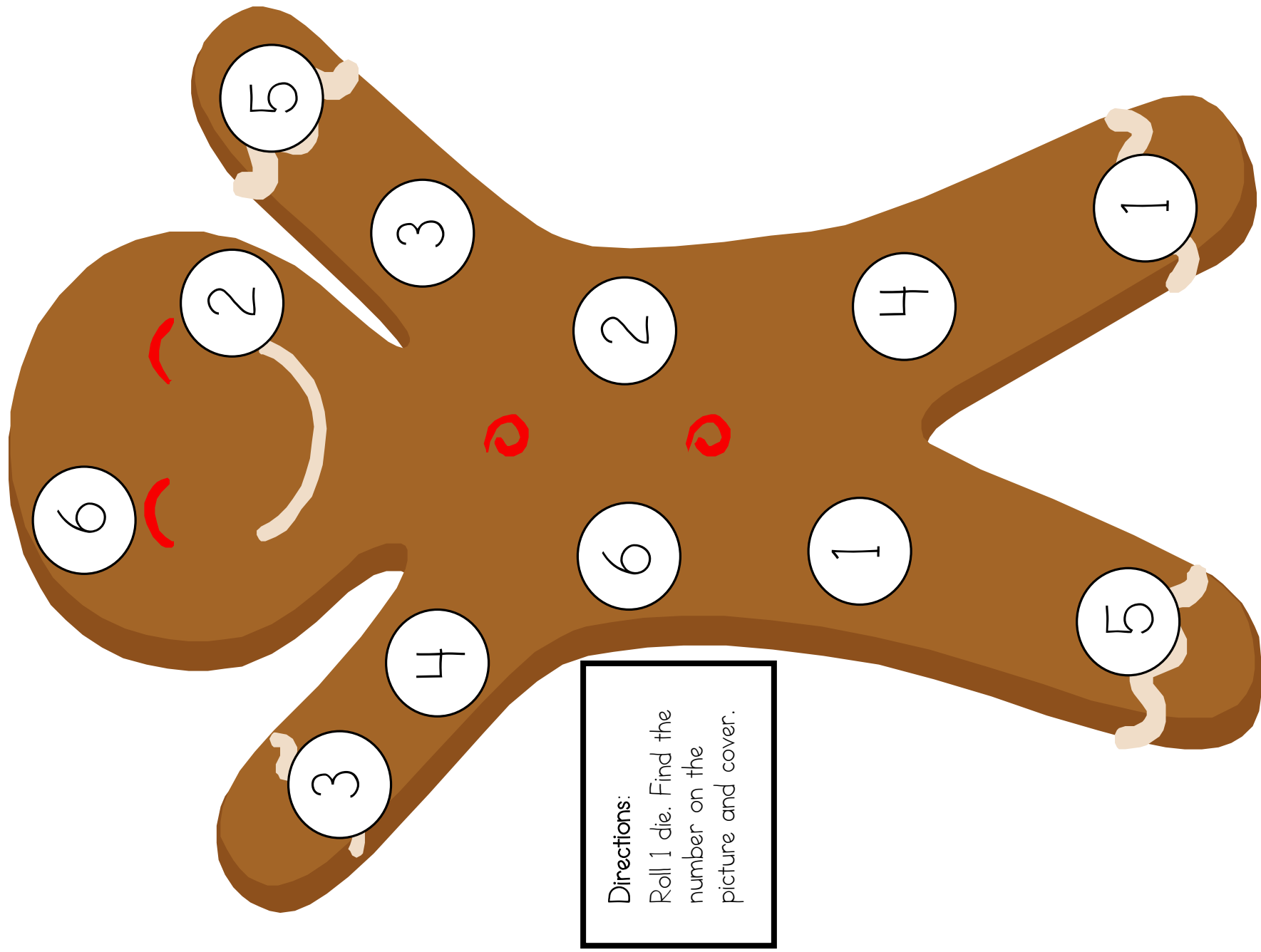
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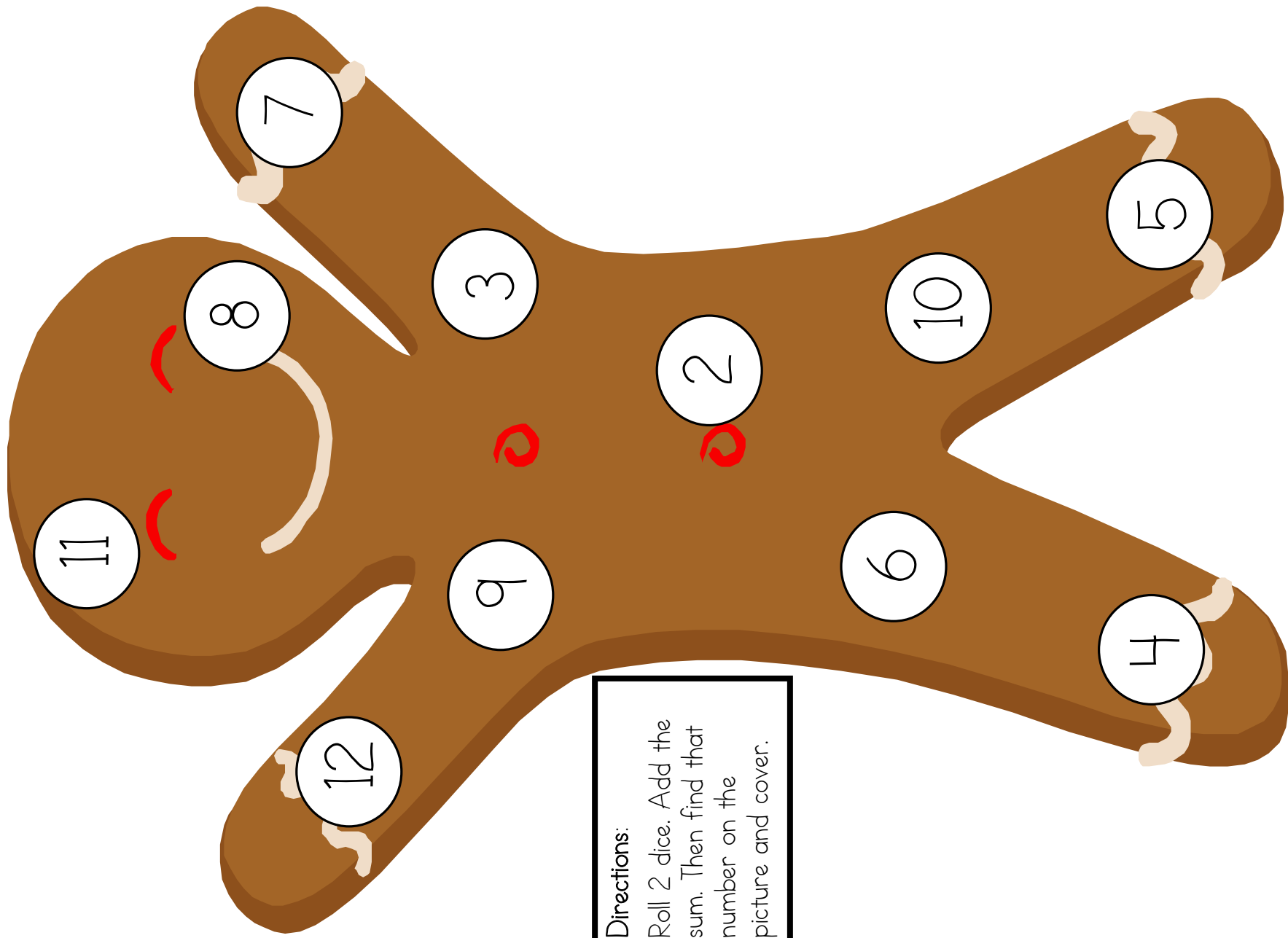
1	2	3	4	5	6
7	8	9	10	11	12



Gingerbread Roll and Cover



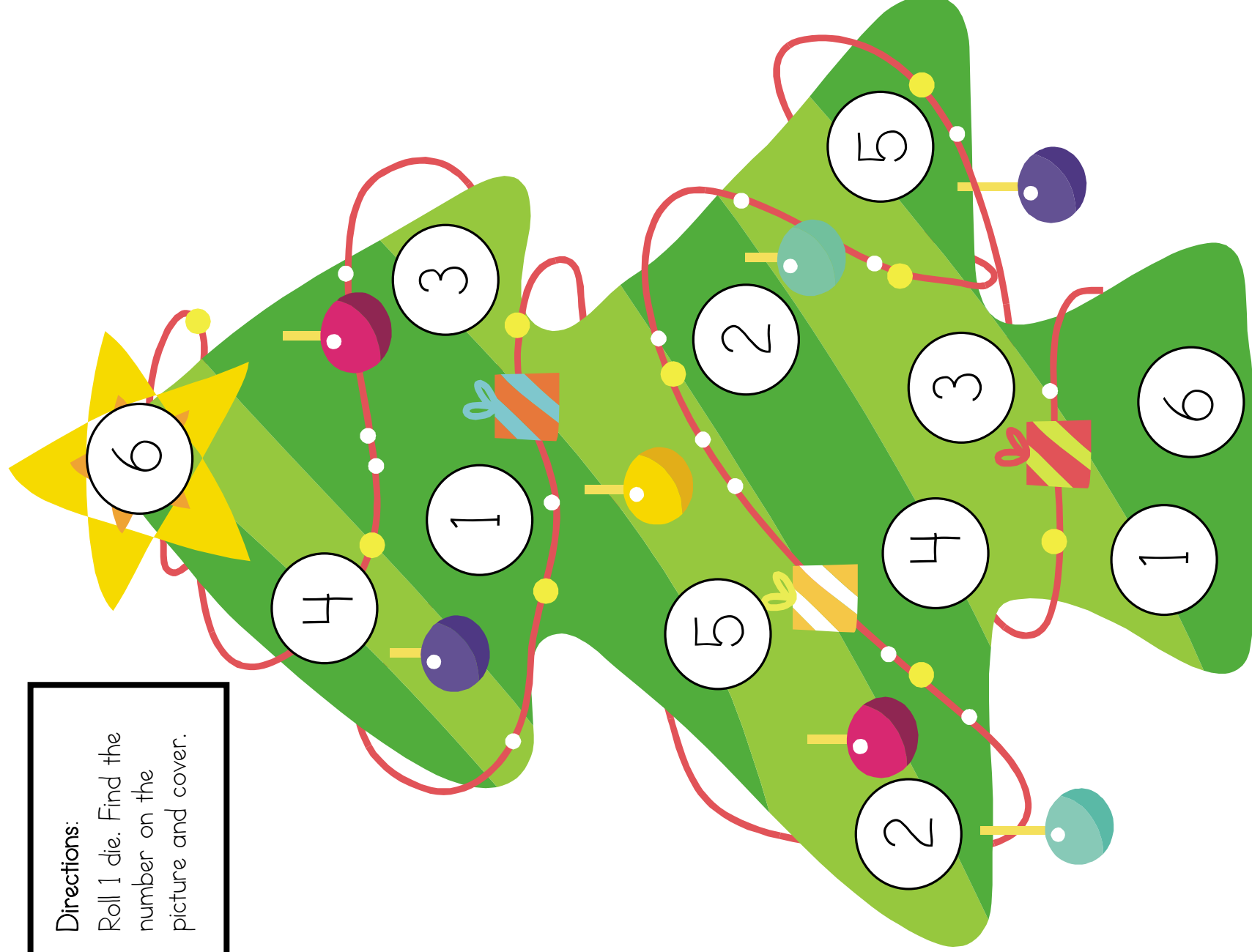
Gingerbread Roll and Cover



Christmas Tree Roll and Cover

Directions:

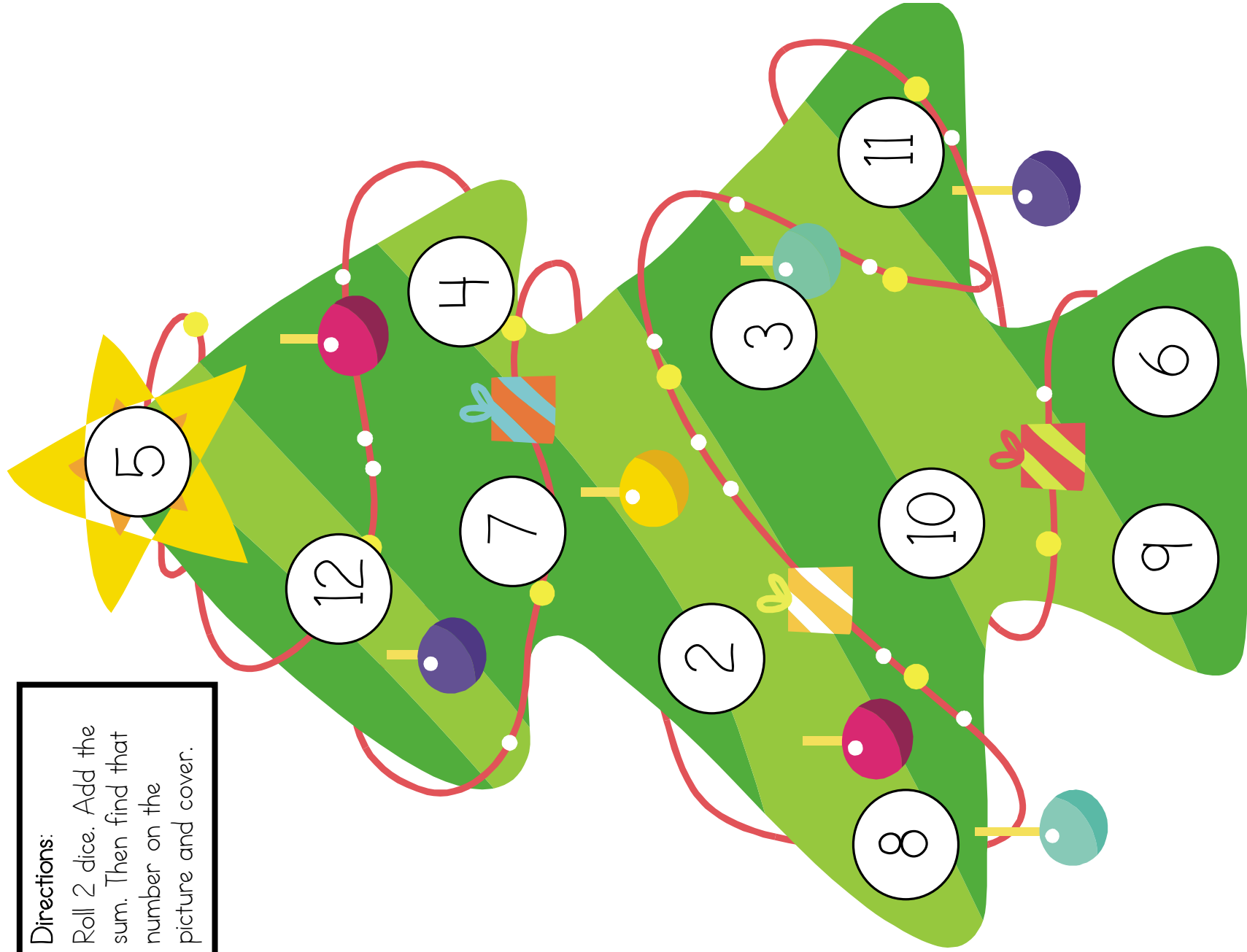
Roll 1 die. Find the number on the picture and cover.



Christmas Tree Roll and Cover

Directions:

Roll 2 dice. Add the sum. Then find that number on the picture and cover.



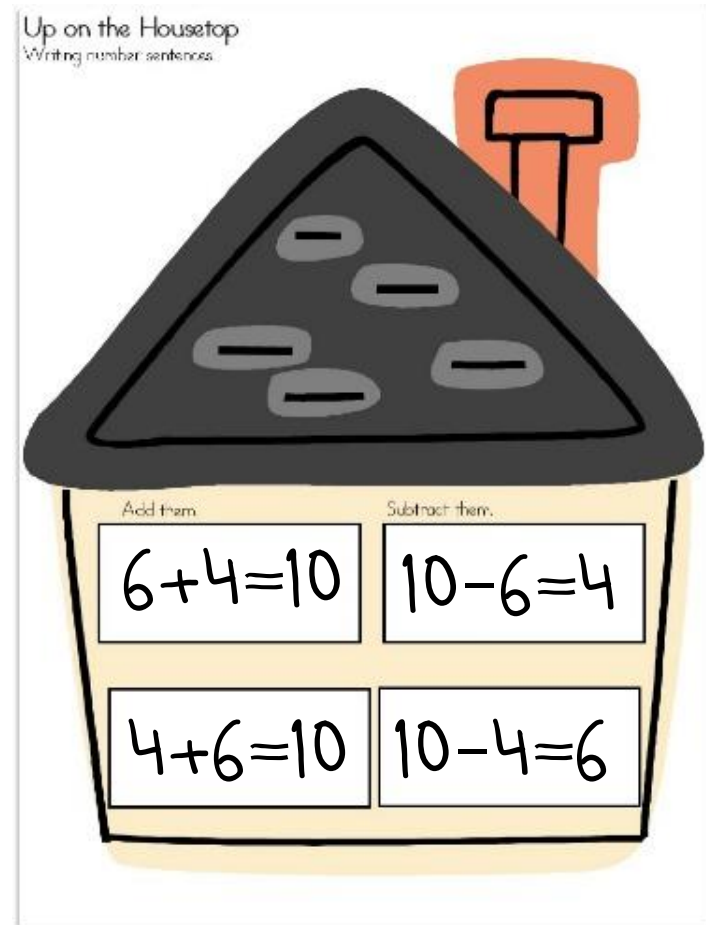
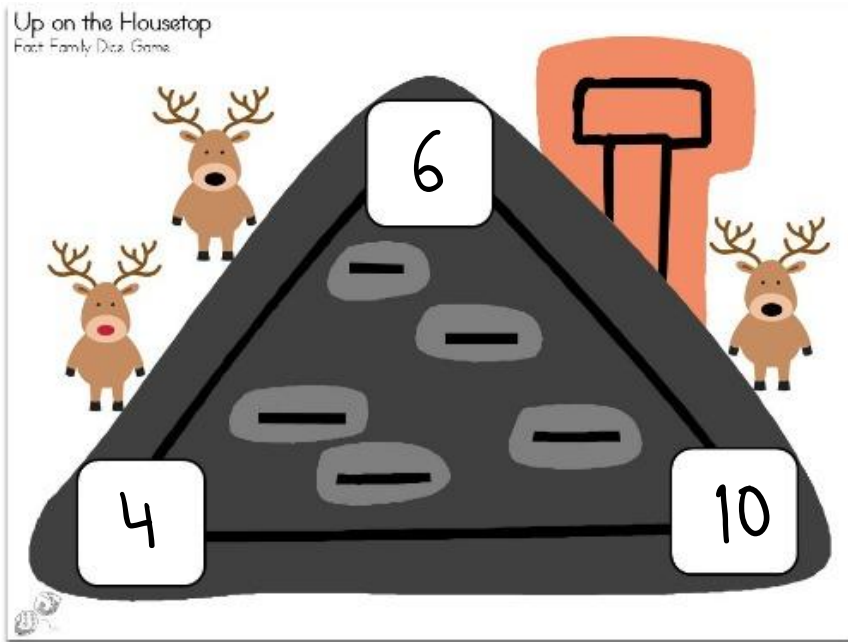
Up on the Housetop

Fact Family Dice Game- Addition/Subtraction

Directions:

Slip both pages in a plastic sleeve protector and use a dry erase marker. Roll two dice. In one of the blanks on the triangle, write the number from the first die. In another blank, write the number from the second die. Add the sum of the two dice and write that number in the last blank. On the house page, students use all three numbers to write fact family number sentences. Use with pg. 16 of download.

Examples below: If the child rolls a 6 and 4, the three numbers he uses are 6, 4, and 10.



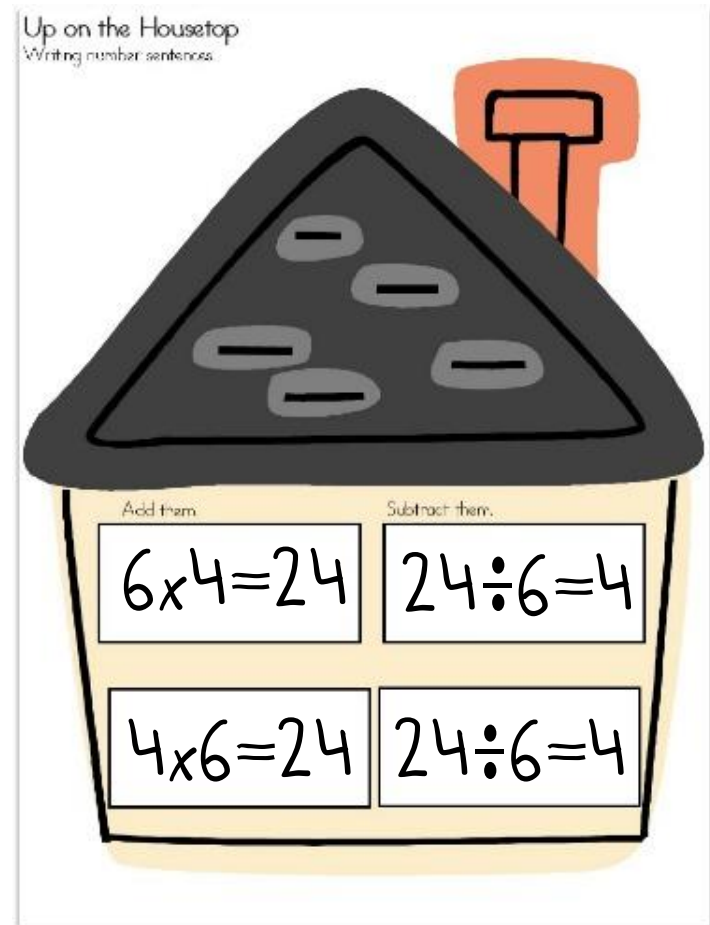
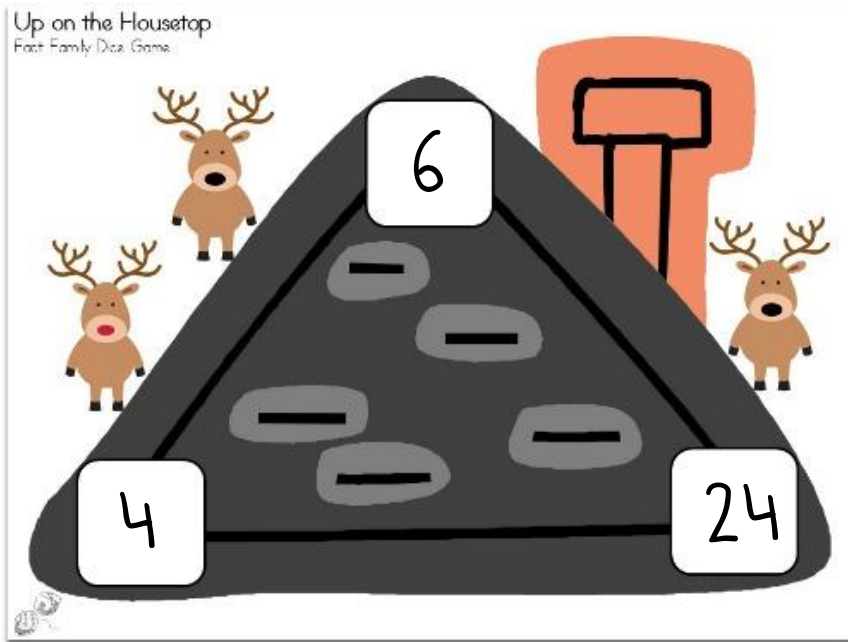
Up on the Housetop

Fact Family Dice Game- Multiplication/Division

Directions:

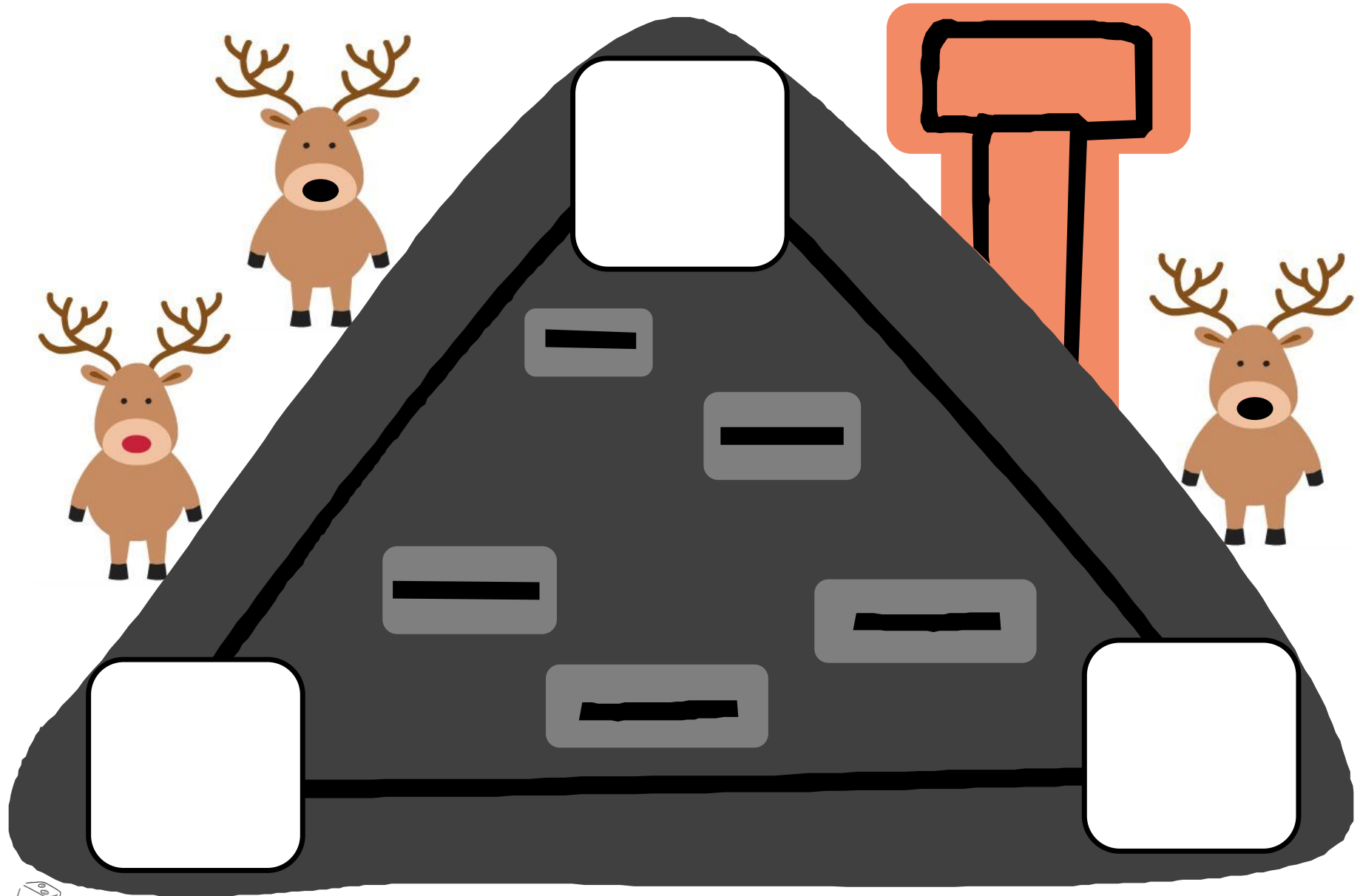
Slip both pages in a plastic sleeve protector and use a dry erase marker. Roll two dice. In one of the blanks on the triangle, write the number from the first die. In another blank, write the number from the second die. Multiply the two factors and write the product in the last blank. On the house page, students use all three numbers to write fact family number sentences (using multiplication and division). Use with pg. 17 of download.

Examples below: If the child rolls a 6 and 4, the three numbers he uses are 6, 4, and 24.



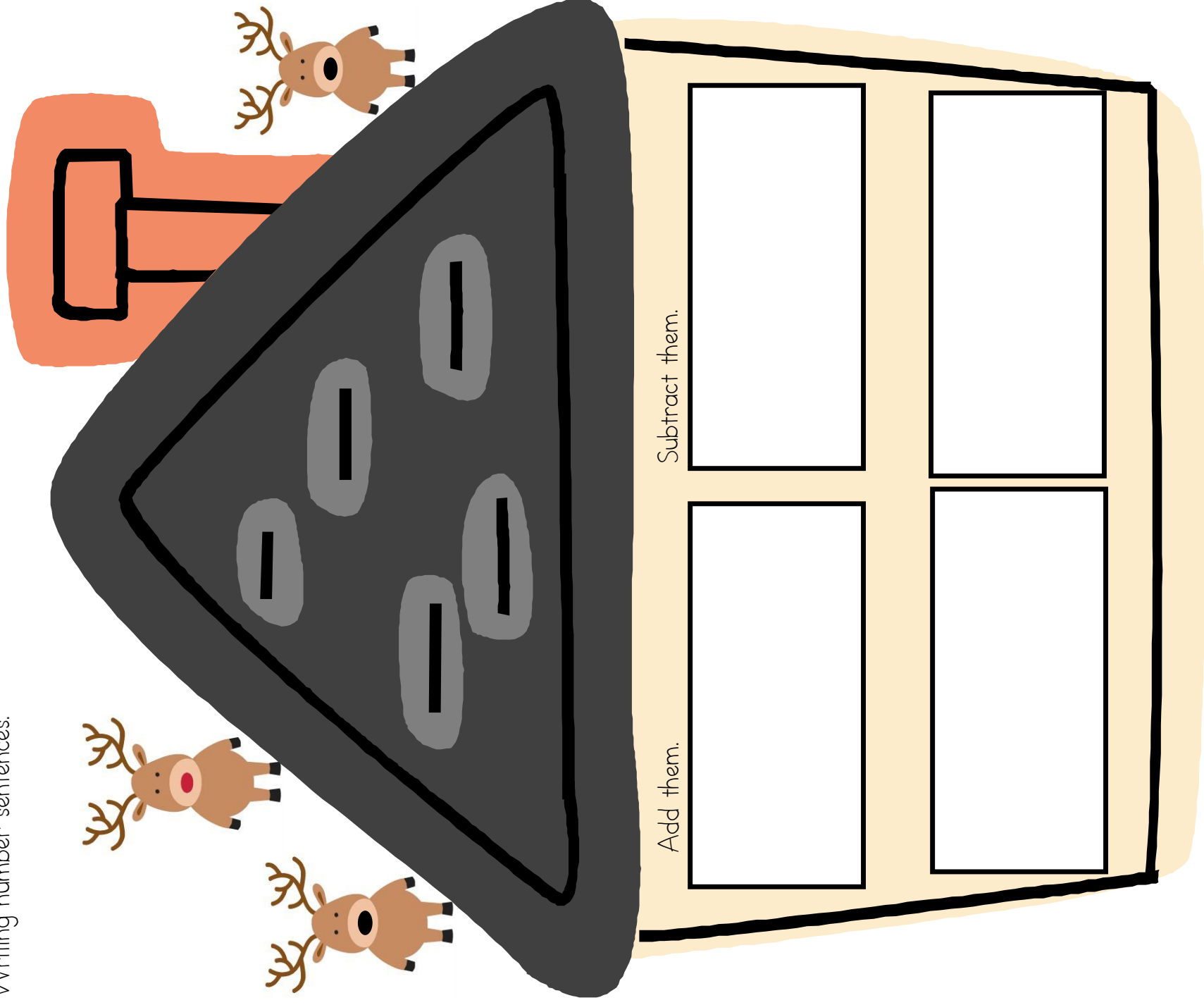
Up on the Housetop

Fact Family Dice Game



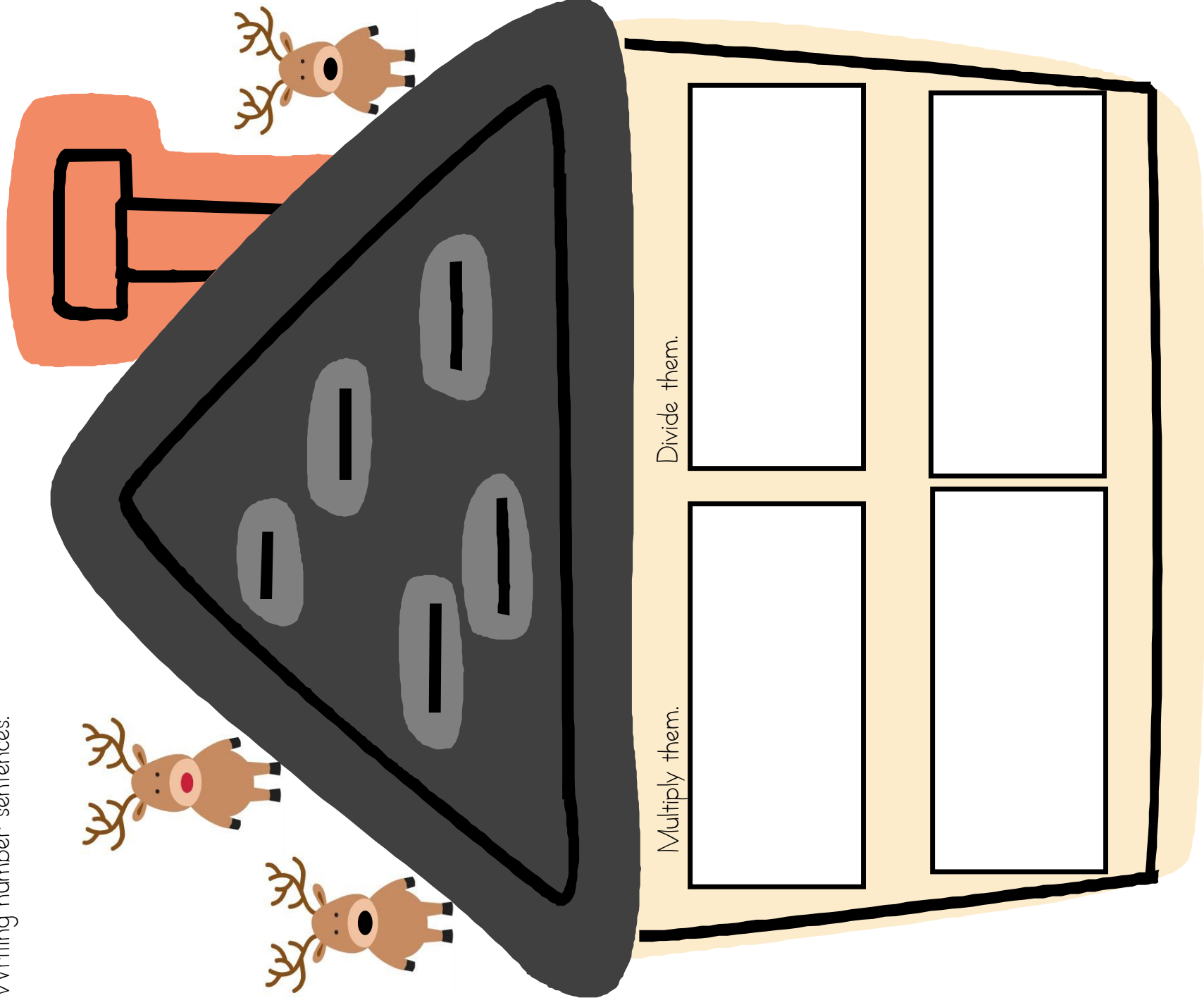
Up on the Housetop

Writing number sentences.



Up on the Housetop

Writing number sentences.



Jingle All the Way

(a Race to 100)

Objective: To be the first person to reach 100 by adding numbers.

For 2-4 players.

Materials: 3 dice, recording sheets (2 versions), plastic sleeve protectors (slip recording sheets in), dry erase markers

How to Play:

1. One player rolls 1 die. The number rolled is called "Jingle" (for example, if 4 is rolled, 4 is called "Jingle").
2. All players write the "Jingle" number on top of their recording sheets in the box marked "Jingle."
3. The first player rolls all three dice. If the player rolls "Jingle" (in our example, a 4) on any of her dice, she adds up the sum from all three dice and rolls again. She continues to roll and add the sum of all three dice ONLY if one, two, or three of the dice has the "Jingle" number on it. If the player rolls the three dice and none of the dice has the "Jingle" number on it, then her turn is over and she does not add up the sum of the dice rolled.
4. After a player's turn, she adds up the sum from all her times rolling. Throughout the game, she continues to add her totals together, trying to be the first one to reach 100.
5. Then the next person rolls, looking for "Jingle" and adding up sums. Play continues in this manner.
6. The first person to 100 is the winner.

Want to add an extra level of difficulty for older kids? Add one or more of these rule(s):

1. If you roll two of "Jingle", double the score of your sum.
2. If you roll three of "Jingle", triple the score of your sum.
3. The winner is the person who reaches 200 or 300.





Jingle All the Way

(a Race to 100)

"Jingle"
write here →





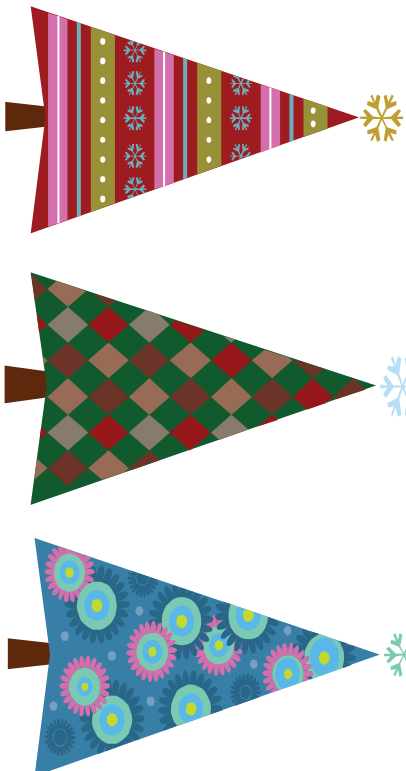
Jingle All the Way

(a Race to 100)

"Jingle"
write here →



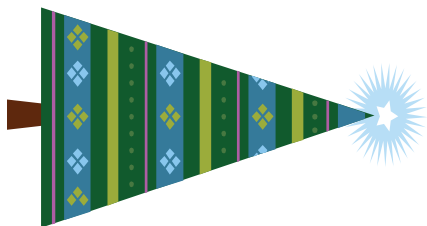
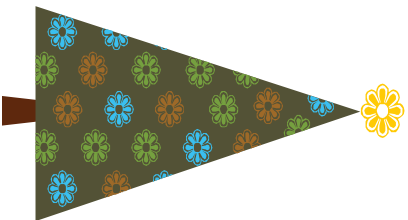
START



Go
Ahead
2

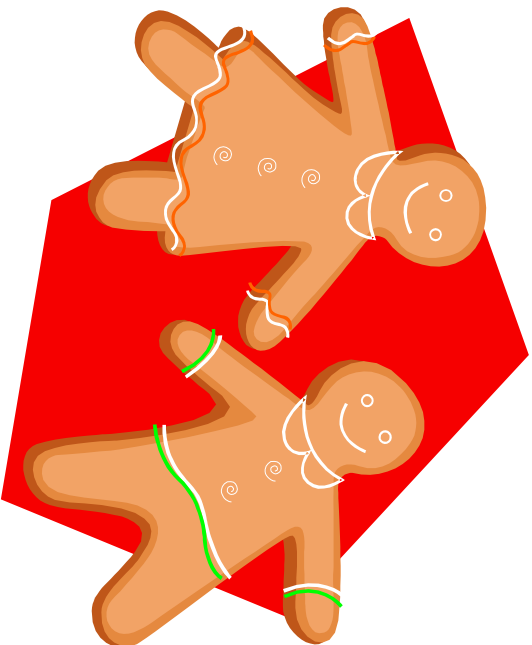
Lose a
turn

THE
END



Go
Ahead 2

START



Go
Ahead
2

Lose a
turn

THE
END



Go
Ahead 2