



my first
MATH DICE[®]

Turns Simple Math Into a Fun Game!

INSTRUCTION GUIDE



Includes:

- 2 Dice
- 2 Chip Towers
- 30 Counter Chips
- Game-Go Bag



3 Simple Games:

Number Match: Reinforces counting and identifying groups

More Than, Less Than: Demonstrates number values and relationships

Add 'em Up: Introduces simple addition

Helps with Learning:

- ✓ One-to-one correspondence (object corresponds with number)
- ✓ More than/less than
- ✓ Recognition of numerals 0-5
- ✓ Addition up to 10
- ✓ The last number in a set = total number (Cardinality)
- ✓ Identifying quantities of objects without counting (Subitization)
- ✓ Love of math

GAME
#1

Number Match

1. Organize all of the chips into groups of 1 to 5 as shown. You should have two groups for each number. Give one group of each to each player.

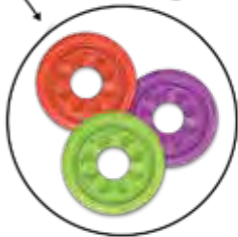


2. Each player takes a die and a chip tower.
3. The youngest player goes first. Take turns rolling your die.

4. Collect a group that corresponds with your roll.
(Roll a 3, take a group with 3 chips.)

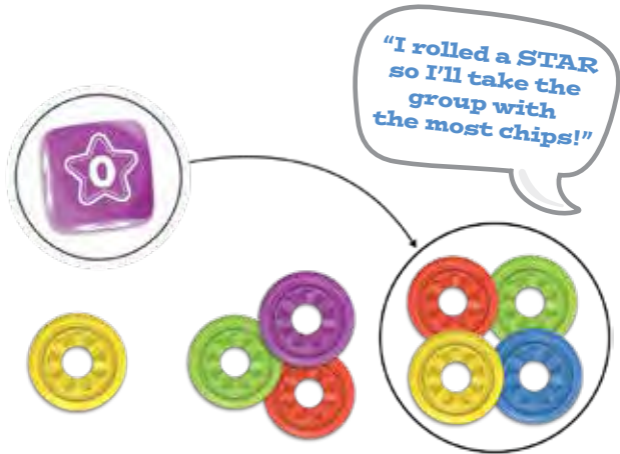


*"I rolled a 3
so I'll take the
group with
three chips!"*

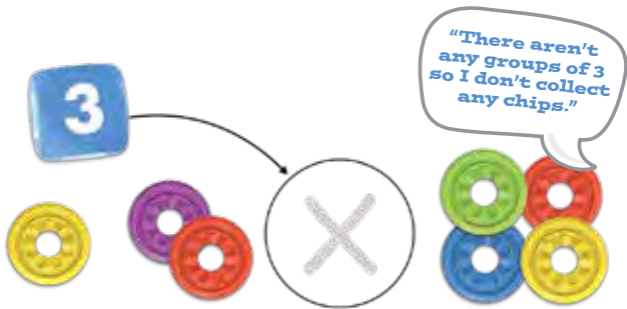


5. Stack collected chips on your chip tower.

6. If you roll the STAR side, collect ANY group you like.



7. If there isn't a matching group, don't collect any chips.



8. The first player to collect all their chips wins.

Note: This game requires exactly 30 chips. If you misplace a chip, just use a coin, poker chip, or button in its place!

GAME
#2

More Than, Less Than

1. Each player takes a die and a chip tower. Place all the chips in one shared pile.
2. Players roll at the same time.
3. The player that has the **BIGGER NUMBER** takes that number of chips. Stack chips on your chip tower, it's ok if they spill over.



4. If the star side is rolled use the number ZERO. Any number wins over zero.
5. If players roll the SAME number, they both collect chips!

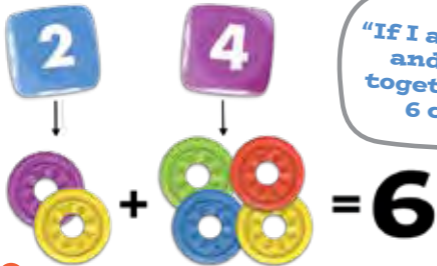


6. Play until chips run out.
 - If you roll a 5 and there are only 3 chips left, take whatever is left!
 - If players roll the same number, and there are not enough chips to share equally, re-roll.
7. Count your chips. The player with the most chips wins!

GAME
#3

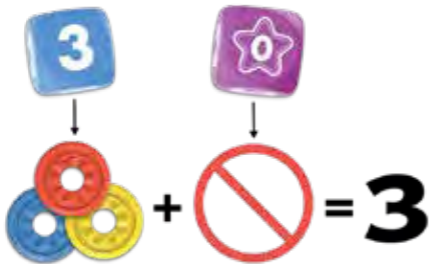
Add 'em Up!

1. Each player takes a chip tower. Place all the chips in one shared pile.
2. The youngest player goes first. Take turns rolling the 2 dice.
3. Collect the number of chips represented by each die. Then add them together to get a total.



*"If I add 2 chips
and 4 chips
together I get
6 chips!"*

4. If the star side is rolled, this counts as a ZERO.



5. Stack chips on your chip holder, it's ok if they spill over.

6. Play until chips run out.

Note: If you need to collect 5 chips and there are only 3 left, just take whatever is left!

7. Count your chips. The player with the most chips is the winner!

Teaching Tips

Talk About Measurement. Throughout play compare the towers to see which one is holding more chips. Use words such as taller, shorter, bigger, smaller, more than and less than.

Count Your Chips. Even if you can visually tell who won a game don't miss an opportunity for counting! Counting is great practice for little ones. Place chips on your tower or in a stack as you count. Then figure out how many more chips the winner has.

Teach Zero. To help your child grasp the concept of zero try this: Write the numbers zero through five on pieces of paper. Help your child to put the numbers in a line from smallest to biggest. Now place the appropriate number of chips on top of each paper. Zero of course won't hold any chips.



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