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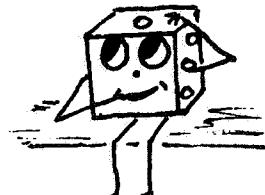
CONNECT THREE

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Materials

Connect Three playing board, dice, counters to cover the numbered squares on the playing board.



Organisation

2 - 4 players

Rules

- The first player rolls the dice for the given game. The player may use one or more operations on the numbers shown on the dice to produce a total shown on the board. The total is then covered with a counter. The player may **not** cover a number which was previously covered. If a player is unable to find a total which has not already been covered, he/she must pass the dice to the next player.
- The winner is the person who **completes** a row of three, either horizontally, vertically or diagonally.

Sample Game

Two dice version

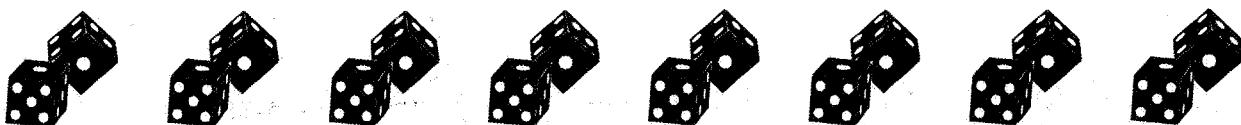
If a player throws a 3 and a 6 he/she may cover 18 (6×3), 9 ($6 + 3$), 3 ($6 - 3$) or 2 ($6 \div 3$). The player should clearly state how they arrived at the answer.

Three dice version

If playing the 3 dice version of Connect Three, players may mix the operations used to reach a total. For example if a player rolls three sixes the following totals could be formed: 216 ($6 \times 6 \times 6$), 18 ($6 + 6 + 6$), 42 ($6 \times 6 + 6$), 30 ($6 \times 6 - 6$), 7 ($6 \div 6 + 6$), etc. Remember to watch the order of operations.

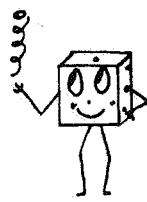
Variations

- Play the ten sided dice game or the three six sided dice game.
- Allow players to remove counters from previously covered numbers if they can make the total using the numbers shown on their dice.





THE GREAT CAR RACE 1



Materials

Two dice and 11 counters.

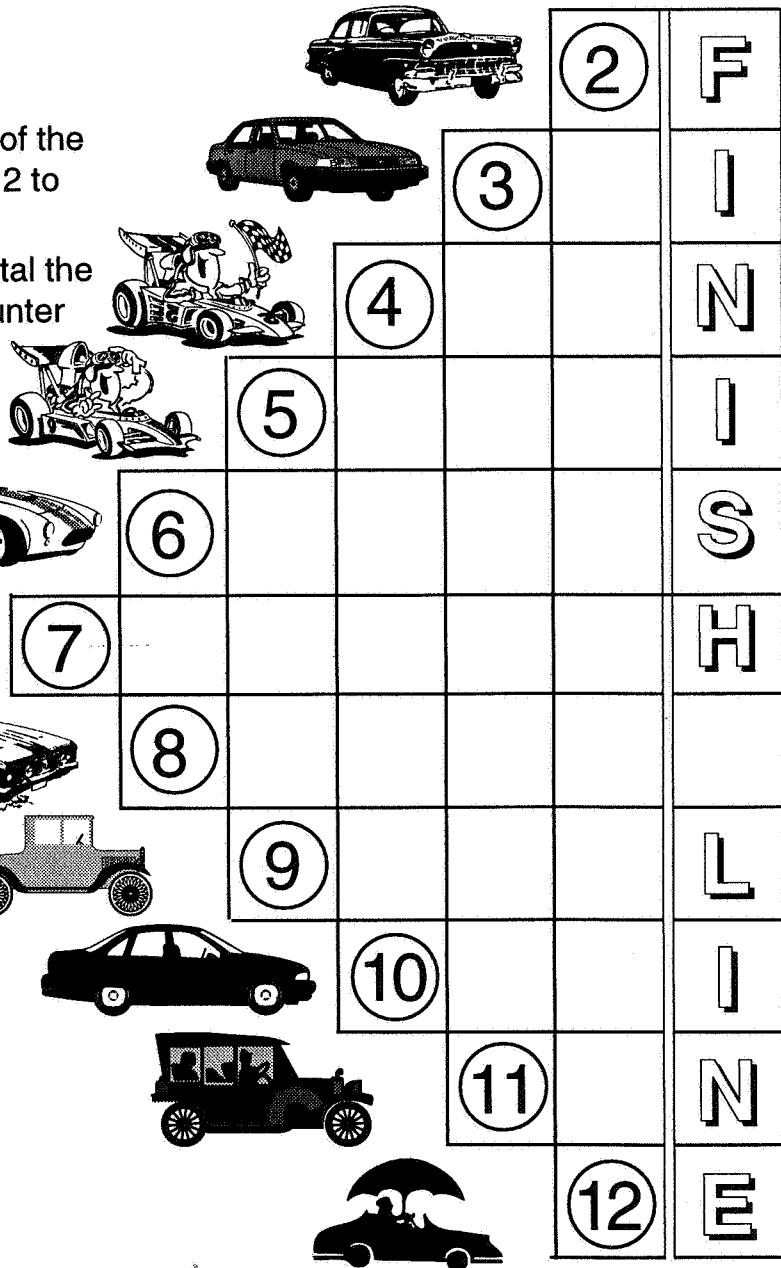
Organisation

Small groups

Rules

- Place counters on each of the squares numbered 2 – 12 to represent race cars.
- Throw 2 dice and add total the values to see which counter moves forward one square.

Which car do you think will win?



- Play the game several times keeping a note of the winning cars.

Is it a fair race? Explain.