



Family Math Night Home Edition

In-Between Additional Versions

The games below refer to using number cubes. A regular dot die will work just as well. In addition, Versions 3 and 4 of the Intermediate games use a 0-9 die but this can be replaced with a dot die. If you'd like to make number cubes, see the dice net in the PDF resources.

INTERMEDIATE

in-between

Each player draws 8 dash lines on paper.

PLAYER 1: _____ PLAYER 2: _____

Even numbers end in
0, 2, 4, 6, 8

Odd numbers end in
1, 3, 5, 7, 9

VERSION 1 Taking turns, players roll both 1-6 number cubes and create a two-digit number. The player who rolled writes their number on one of their lines. If a player can't fill in a space on any of their lines, the turn goes to the other player. The first player to fill all their lines with the numbers from least to greatest is the winner.

SAMPLE ROLL **2** **3** The player can choose to make this roll '23' or '32' and writes it on one of their lines:

_____ 32 _____

VERSION 2 Play is the same as Version 1 except only even (or only odd) numbers can be recorded. **10**

VERSION 3 Taking turns, players roll both 1-6 number cubes and the 0-9 die. This time players create a 3-digit number and write it on one of their lines. The first player to fill all their lines with numbers going from least to greatest is the winner. **5**

VERSION 4 Taking turns, players roll one 1-6 number cube and the 0-9 die and multiply the two numbers. The product gets written on one of the lines. The first player to fill all their lines with the numbers from least to greatest is the winner. **10** **12**

power PACK **2-3** Family Math Night © 2016 MATH UNITY

In-Between

version 1

Each player draws 8 lines on their paper:

Player 1: _____ **Player 2:** _____

Taking turns, players roll two 1–6 number cubes and multiply the two numbers. The product gets written on one of the lines. The first player to fill all their lines with the numbers from least to greatest is the winner. If a player can't fill in a space on any of their lines, the turn goes to the other player. **4**

Sample Roll **5 3** $5 \times 3 = 15$. The player chooses one of the lines to write **15**.

Each player draws the following on their paper:

Player 1: 0 _____ **73** **Player 2:** 0 _____ **73**

Taking turns, players roll three 1–6 number cubes. Players add two of the numbers and then multiply the sum by the third number. The player who rolled writes the number on one of their lines. Once all lines are filled in from least to greatest, players find the total of all the numbers they recorded. The player with the highest total wins. **3 4 5**

Player 1
SAMPLE GAME 0 10 12 30 42 45 73 **Player 1 total = 139**

version 2

Each player draws the following on their paper:

Player 1: 1 _____ **7** **Player 2:** 1 _____ **7**

Taking turns, players roll two 1–6 number cubes and create a number with the second digit representing the tenths. The scoring and winning rules are the same as Version 2. **3**

Player 1
SAMPLE GAME 1 1.5 2.2 4.2 4.3 5.1 6.4 7 **Player 1 total = 23.7**

version 3

Each player draws the following on their paper:

Player 1: 10 _____ **70** **Player 2:** 10 _____ **70**

Taking turns, players roll three number cubes and create a number with the third digit representing the tenths. The scoring and winning rules are the same as Version 2. **3**

EXAMPLE **5 1 4** = 54.1

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