

RAFT IDEAS

Topics: Counting,
Addition, Probability

Materials List

- ✓ 5 Color Spot Dice
- ✓ Paper
- ✓ Pencils

This activity can be used
to teach:

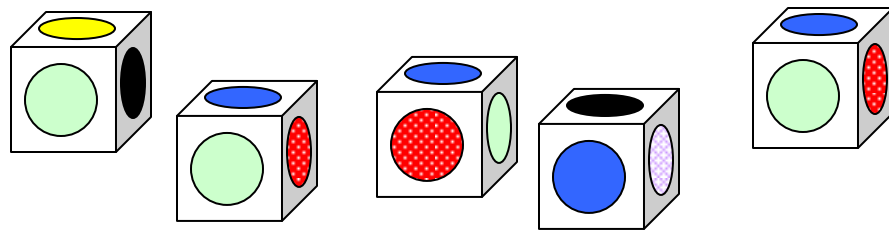
Common Core Math
Standards:

- Counting (Grade K, Counting /Cardinality, 1, 2, 4, 5, 6)
- Classify objects (Grade K, Measurement/Data, 3)
- Addition and Subtraction (Grade K, Operations and Algebraic Thinking, 1, 2, 5; Grade 1, Operations and Algebraic Thinking, 5&6)
- Represent and interpret data (Grade 1, Measurement and Data, 4)



Seeing Spots

Rolling for 3 of a Kind



Students roll for “3-of-a-kind” in this simple game that reinforces counting, simple addition, and comparing numbers.

Playing the Game (for 2-4 players)

Goal: Players must roll 3-of-a-kind of each color on their scorecards.

1. In round 1, players roll for 3-of-a-kind of any color on their scorecards. If a player does not roll 3-of-a-kind on the first roll, the remaining cubes are rolled again. The player continues in this fashion until at least 3 cubes show the same color. The first player records the number of rolls it took to roll 3-of-a-kind on his score sheet (see sample below).
2. The dice are passed to the next player, who also rolls for 3-of-a-kind.
3. In the 2nd and subsequent rounds, players have more limited choices of available colors. For example, if a player rolled red on the first roll, she cannot choose that color again and would need to roll for one of the open colors on her scorecard.
4. Play continues until all players have rolled 3-of-a-kind for all colors.
5. When all players have filled in their scorecards, the game is over.
6. **Winning the Game:** The Player with the lowest total score wins the game.

Score Sheet Sample:

Color	Number of Rolls
Green	
Blue	
Yellow	
Red	
Black	
Purple	
Total	

Web Resources (Visit www.raft.net/raft-idea?isid=371 for more resources!)