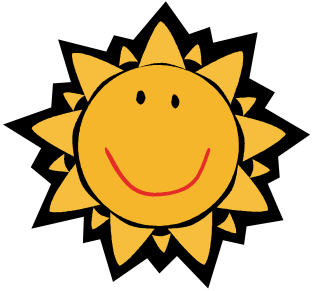


Last Snowman Standing

Sum of 2 Dice



2	3	4	5	6	7	8	9	10	11	12

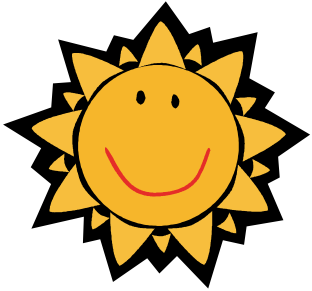


Last Snowman Standing

Difference of 2 Dice



0	1	2	3	4	5

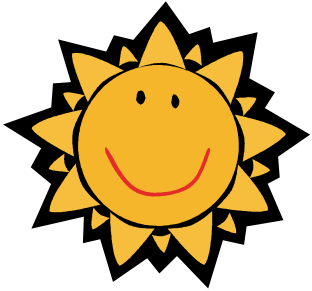


Last Snowman Standing

One Die Toss



1	2	3	4	5	6



Last Snowman Standing

Directions: Sum of 2 Dice



OBJECTIVE: Don't let all your snowmen melt! Winner is the person with the last snowman (snowmen) standing.

MATERIALS:

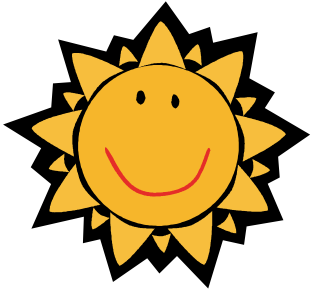
- Sum of 2 Dice game mat, inserted in sheet protector so that students can use dry erase markers for tally marks
- snowmen (or other counters)
- 2 regular dice

DIRECTIONS FOR GAME:

- Each player places snowmen above each of the 2-12 numbers at the top of the mat.
- The first player rolls both dice, finds the sum, removes a snowman from that space, and makes a tally mark in the box below that number.
- The second player rolls both dice, finds the sum, removes a snowman from that space, and makes a tally mark in the box below that number.
- Play continues back and forth in the same way.
- If there is a snowman on the sum rolled, the player must remove that snowman and make a tally mark.
- If there is no snowman on the sum rolled, the player simply makes a tally mark below that number.
- The player who removes his/her last snowman loses the game.

DATA COLLECTION EXTENSION:

- Students have collected data on all of the dice throws during the game by making a tally mark for each toss.
- Ask student pairs to look at the data each collected. How are they the same? How are they different? What patterns do they see? Are they equally likely to toss any of the numbers 2-12? How come there isn't a 1 in this game?
- How long does the average game last? Ask students to count up all of the tally marks to find out how many times the loser tossed the dice including the time he/she removed the last snowman. Add this data to a class line plot of the game results.
- Play the game several more times to generate additional data to add to the line plot.
- Ask the class to analyze the class line plot data. Include discussion of median, mode, range, and/or mean, as appropriate to students' mathematical skills.



Last Snowman Standing

Directions: Difference of 2 Dice



OBJECTIVE: Don't let all your snowmen melt! Winner is the person with the last snowman (snowmen) standing.

MATERIALS:

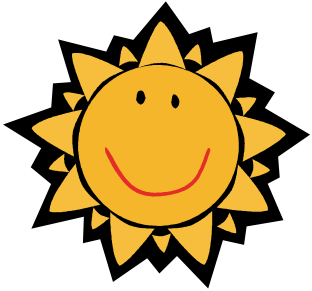
- Difference of 2 Dice game mat, inserted in sheet protector so that students can use dry erase markers for tally marks
- snowmen (or other counters)
- 2 regular dice

DIRECTIONS FOR GAME:

- Each player places snowmen above each of the 0-5 numbers at the top of the mat.
- The first player rolls both dice, finds the difference, removes a snowman from that space, and makes a tally mark in the box below that number.
- The second player rolls both dice, finds the difference, removes a snowman from that space, and makes a tally mark in the box below that number.
- Play continues back and forth in the same way.
- If there is a snowman on the difference rolled, the player must remove that snowman and make a tally mark.
- If there is no snowman on the difference rolled, the player simply makes a tally mark below that number.
- The player who removes his/her last snowman loses the game.

DATA COLLECTION EXTENSION:

- Students have collected data on all of the dice throws during the game by making a tally mark for each toss.
- Ask student pairs to look at the data each collected. How are they the same? How are they different? What patterns do they see? Are they equally likely to toss any of the numbers 0-5? How come there isn't a 6 in this game?
- How long does the average game last? Ask students to count up all of the tally marks to find out how many times the loser tossed the dice including the time he/she removed the last snowman. Add this data to a class line plot of the game results.
- Play the game several more times to generate additional data to add to the line plot.
- Ask the class to analyze the class line plot data. Include discussion of median, mode, range, and/or mean, as appropriate to students' mathematical skills.



Last Snowman Standing

Directions: One Die Toss



OBJECTIVE: Don't let all your snowmen melt! Winner is the person with the last snowman (snowmen) standing.

MATERIALS:

- One Die Toss game mat, inserted in sheet protector so that students can use dry erase markers for tally marks
- snowmen (or other counters)
- 1 regular die

DIRECTIONS FOR GAME:

- Each player places snowmen above each of the 1-6 numbers at the top of the mat.
- The first player rolls the die, removes a snowman from that space, and makes a tally mark in the box below that number.
- The second player rolls the die, removes a snowman from that space, and makes a tally mark in the box below that number.
- Play continues back and forth in the same way.
- If there is a snowman on the number rolled, the player must remove that snowman and make a tally mark.
- If there is no snowman on the number rolled, the player simply makes a tally mark below that number.
- The player who removes his/her last snowman loses the game.

DATA COLLECTION EXTENSION:

- Students have collected data on all of the dice throws during the game by making a tally mark for each toss.
- Ask student pairs to look at the data each collected. How are they the same? How are they different? What patterns do they see? Are they equally likely to toss any of the numbers 1-6?
- How long does the average game last? Ask students to count up all of the tally marks to find out how many times the loser tossed the die including the time he/she removed the last snowman. Add this data to a class line plot of the game results.
- Play the game several more times to generate additional data to add to the line plot.
- Ask the class to analyze the class line plot data. Include discussion of median, mode, range, and/or mean, as appropriate to students' mathematical skills.