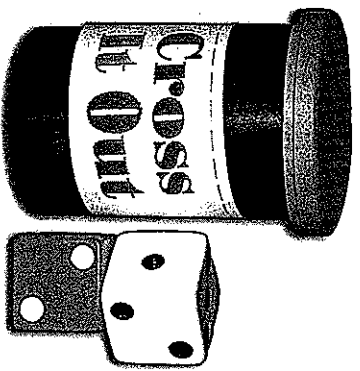


# 70 Cross It Out

## Materials

- Film container of any kind
- Adhesive label: Cross It Out
- Two dice
- Cross It Out reproducible (see page 141)



## Directions

1. Place the dice in the film container and give the container to 2 children. Give both a copy of the reproducible. Have each roll the dice from the container. The one with the higher total gets to go first.
2. The first player rolls the dice and decides how he wants to cross off the numbers rolled. For example, if the dice rolled are 6 and 2, he could cross out the actual numbers (6 and 2), cross out 8 (the sum of the numbers), or cross out 4 (the result of subtracting the numbers). The only way he can cross off 0 is if he throws a double:  $4 - 4 = 0$ . Remind the children that they can cross off only one of these choices.

Cross It Out	
Player 1: _____	
Player 2: _____	
1	7
2	8
3	9
<del>4</del>	0
5	10
6	11
	12

3. Once the child crosses off a number on his sheet, he cannot use it again. Sometimes the rolled dice will not produce any new numbers to cross off.
4. The child who crosses off all the numbers first is the winner.

### Consider This:

- a. You can also specify a certain number of rolls. Then the children add up the numbers that are not crossed off their sheets, and the one with the smaller number wins the game.
- b. Another quick game can be played by allowing the children to cross off all numbers that the dice can represent (that is, the actual numbers, the sum of the numbers, and the result of subtracting the numbers).

### Cross It Out

Player 1: \_\_\_\_\_

Player 2: \_\_\_\_\_

1 7  
2 8  
3 9  
4 0 10  
5 11  
6 12

### Cross It Out (page 62)

### Cross It Out

Player 1: \_\_\_\_\_

Player 2: \_\_\_\_\_

1 7  
2 8  
3 9  
4 0 10  
5 11  
6 12

### Cross It Out

Player 1: \_\_\_\_\_

Player 2: \_\_\_\_\_

1 7  
2 8  
3 9  
4 0 10  
5 11  
6 12