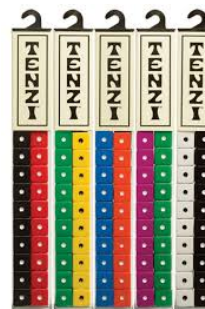


Variations of TENZI Dice Game



Topic: Structuring (making 5, Small doubles to 10, and 5+ to 10)

Setting (Game/Activity): Different variations of the TENZI Dice Game that is manufactured and distributed by Carma Games, LLC.

#1	#2	#3
Level: 0	Level: 1 (Double addition facts to 10)	Level: 1 (5+ facts)
Materials: TENZI Dice (1 color set of ten dice per player)	Materials: TENZI Dice ((1 color set of ten dice per player)	Materials: TENZI Dice (1 color set of ten dice per player)
Game Tracker #1	Game Tracker 2	Game Tracker #3
<p>Task: Participants roll their 10 TENZI dice in an attempt to make combinations of five involving two dice (1, 4 and 3, 2). Each combination of five has to consist of two dice. All dice that are not used in making a combination of 5 must be rerolled on each turn. First player to make five combinations to 5 wins.</p> <p>Game Tracker #1 can be used to help organize dice.</p> <p>Variation: Any target number can be used depending on an individual's structuring level.</p>	<p>Task: Participants roll their 10 TENZI dice and attempt to make the even numbers 2, 4, 6, 8, 10 – using only doubles on the dice. The winner is the first to create all the assigned even numbers using only doubles combinations. Any die can be saved and placed on Game Tracker #2. First player to make every listed double combination wins.</p> <p>Variation: Numeral Dice instead of dot dice can be used. For example: Blank dice labeled with color-coded numerals could be created.</p>	<p>Task: Participants roll and collect 5 – 5's. If a five is rolled it is placed in a 5 box on Game Tracker #3. Once a five box has been filled participants can then place a rolled number that go with 5 to make the target number. Then participants roll to combine with the 5 to make 6, 7, 8, 9, and 10. First player to make 6, 7, 8, 9, and 10 using 5+ facts wins.</p>

Analysis:

The original TENZI games are speed games – that element could come into play as the understanding of participant increases. Setting allows for individuals or small groups to work on combinations and partitions of numbers. Use of numeral dice could push the participants to quantities that are greater than 10.

Game Tracker #1

MAKE 5				
5	5	5	5	5

Game Tracker #2

Using Only Doubles to Make a total of:				
2	4	6	8	10

Game Tracker #3

Making 5+ plus facts to 10				
5	5	5	5	5
Make 6	Make 7	Make 8	Make 9	Make 10