

Roll & Write

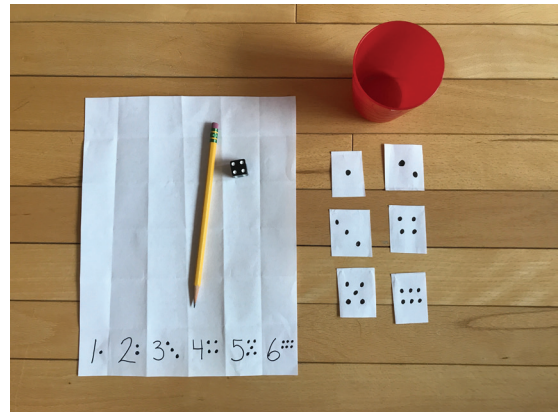
Object of the Game

Roll the dice, count the dots, and write the number to fill up 3 or more columns. Which number will win?

Materials

- 1 Roll & Write Record Sheet
Print the record sheet or follow the instructions at the end of this document to make your own.
- 1 Die (dotted 1–6)
If you don't have a dotted die, try a digital die from www.calculator.net/dice-roller.html or make a paper one as described at www.firstpalette.com/craft/paper-dice.html. You could instead cut out six small pieces of paper and draw the dot pattern for one of the numbers 1 through 6 on each piece. Place the papers in a cup. For each turn, pull a paper from the cup.
- Pencil, marker, crayon, or colored pencil

1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1 •	2 ••	3 •••	4 ••••	5 •••••	6 ••••••



Use a printed or handmade record sheet with a die or pieces of paper and a cup.

Skills

This game helps us practice

- Recognizing dot patterns without counting
- Counting carefully up to 6 objects, when needed
- Reading numerals from 1 to 6
- Writing numerals from 1 to 6
- Collecting data







How to Play

1. Roll the die or pull a piece of paper from the cup. Show the results on your record sheet by writing the number.
 - » If pulling pieces of paper, be sure to return the piece of paper to the cup after each turn.
2. Working from the bottom to the top of the graph, continue to roll (or pull slips of paper) and write the number until two or three columns are filled.
 - » Some children like to make a smiley face or star by the first number that fills its column to indicate the “winner.”
 - » Some children like to keep going until all of the columns are filled.
 - » If you roll or pull a number that has already been filled, you can take another turn or you could make tally marks next to that number to show each additional toss.
3. Invite your child to share the results while working. See the Tips for Families for suggested questions to ask.
4. Have fun!

Tips for Families

Before you play:

- Ask your child to name the numbers. Not sure? Let's count the dots to check.

1	2	3	4	5	6
					

As you play:

- Ask questions:
 - » *How many 1s (2s, 3s, 4s, 5s, 6s) do you have so far?*
 - » *Which number is winning or has the most?*
 - » *How many more 1s (2s, 3s, 4s, 5s, 6s) do you need to fill the column?*
 - » *Which number do you predict will be first? Second? Third?*
 - » *Which number do you hope to get next? Why?*

- Remind your child to work from the bottom of the sheet to the top so it's easier to compare the quantities.
 - » Some children may skip around anyway, tracing the numerals at random. These children are still identifying, matching, and writing numerals, so don't worry too much.
- If your child is still learning to write their numbers, consider writing the numbers lightly with a pencil and having your child trace over your numbers with a marker or colored pencil.
- If your child is still learning to recognize some or all of the numbers from 1–6, ask them to start at 1 and count as they point to each number, moving from left to right.

After the game:

- Ask questions:
 - » *Which number filled its column first? Which number filled its column second?*
 - » *Do you think the same number will always win? Why or why not?*
 - » *Which number do you like to write the most? Why?*
 - » *Which number do you think you need to practice writing? Why?*

Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

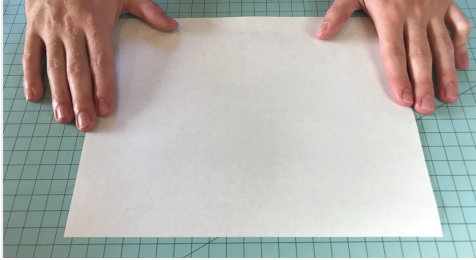
- Play with a partner. In this version each player needs a record sheet. Players take turns rolling or pulling numbers and writing the numbers on their record sheet. The first player to fill 3 columns wins!
- Play cooperatively with a partner and use 1 record sheet. In this version players take turns rolling or pulling numbers and writing the numbers on the same record sheet. They work together to fill 3 columns.
- Ready to work on identifying and writing numbers to 10? Try playing *Spill 10* (located with the Kindergarten Family Games).

Roll & Write Record Sheet

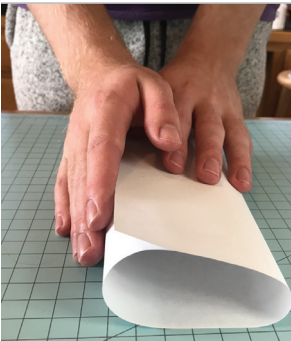
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1	2	3	4	5	6
1 •	2 • •	3 • • •	4 • • • •	5 • • • • •	6 • • • • • •

How to Make a Roll & Write Record Sheet

1. Place a sheet of paper on a surface in front of you in landscape format.



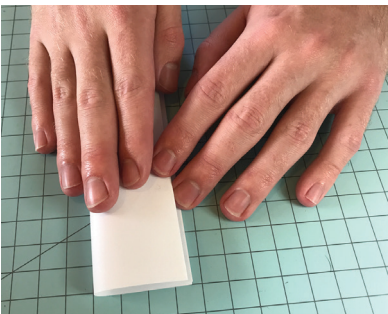
2. Roll the paper loosely into a cylinder like you might do to fit it in an envelope.



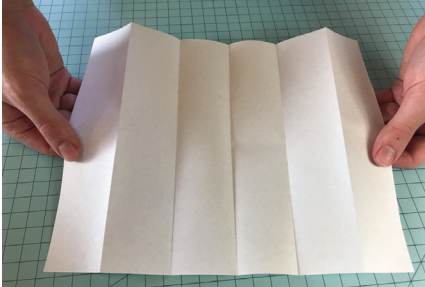
3. Flatten the edges when you can see that the sheet is nearly in thirds. It doesn't need to be perfect.



4. Then fold it in half the long way.

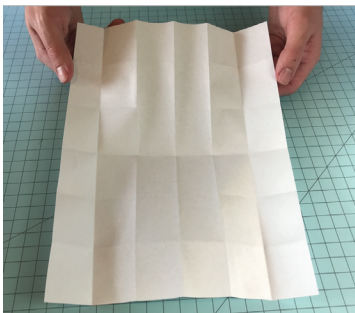


5. When you open the sheet, you will have 6 columns.

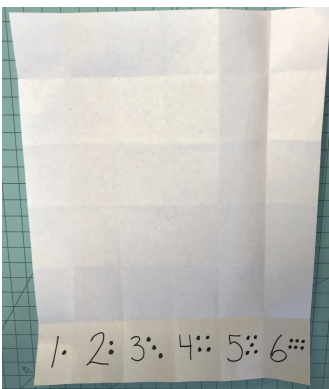


6. If you'd like to have a box for each number, open the paper up and repeat steps 2–4 starting with the paper in portrait format.

Now when you open it up, you'll have 36 boxes.



7. Write the numerals 1–6 in the bottom boxes. Include the dice dot pattern next to each numeral.



8. Now you're ready to play Roll & Write!