

# THREE ON TARGET

*Three On Target is a fun math game that uses the rolls on three dice and the four operations to make a range of totals, which include negative numbers and decimals. It is a similar game to Snatch the Snowflakes, but only 3 dice are used and the game includes making negative numbers and decimals.*

**Age Range:** 6<sup>th</sup> Grade +

**Number of players:** 2

**Learning:** Add, subtract, multiply and divide to reach an answer (answers include decimals and negative numbers)

## You will need

- 3 dice
- 15 counters in different colors (one color per player)
- A calculator

## Instructions

- Take turns to throw the dice.
- Use the numbers on the dice and your +, -, x and ÷ skills to make one of the uncovered numbers on the grid. The digits cannot be put together and must all be used separately. Say your calculation to your partner.
- Your partner (or a referee) checks your calculation with a calculator.
- Cover the square up with one of your counters if you are correct.
- If you can't make any number on one of the uncovered squares, you give the dice to the next player.
- The winner is the first person to complete an equilateral triangle of 3 adjacent counters wins the game.
- If no player manages to get three counters in a triangle, then the player who has the most counters on the grid when it is completely covered is the winner.

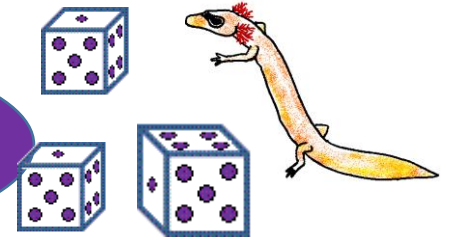
**Example:** *If you roll a 2, 4, and a 5 you could cover up:*

-7 using  $2 - 4 - 5$     0.8 using  $(3 + 1) \div 5$     -6 using  $4 - (5 \times 2)$     etc.

## Variations

- If you get an answer wrong, your partner can remove one of your counters from the board.
- Easier Game
  - Allow numbers to be put together (e.g. with a roll of 2, 3 and 4, you could make 19 by doing  $23-4$ ).
- Play the game with eight or ten-sided dice instead of 6-sided dice to bring in a wider range of number skills.
- Give each player a calculator to help them work out answers makes this game easier.

# THREE ON TARGET



THREE IN A  
TRIANGLE WINS!



NEGATIVE NUMBERS AND DECIMALS

