

# Dice

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Using dice in any game context provides some good opportunities for exploring numbers. Using just one die allows children to recognize numbers at a glance.

When Jesse first starting using two dice, he would count the dots on both, even though he could recognize the number on a single die without counting. Learning to count on from one die was an important landmark. Once that seemed easy, I asked him if it mattered which die he started with (i.e. does order matter?) He confidently said no, but I noticed that he



tested it a couple of times after that. I'm not sure if he has yet recognized that it's more efficient to start with the largest number and count on from there – sometimes he does, and sometimes he doesn't, and he often has his own reasons for doing things a certain way!

## Race to 10

Jesse enjoys this game. It's really simple, but still allows him to pay attention to counting. Players take turns rolling one or two dice. The goal is to roll a 1, then a 2, then a 3, etc. until you get to 10. A more complex question to address here is whether you're better off using 1 die or 2 dice to roll various numbers – whether it's more likely, less likely, or impossible.