




Work Place Instructions 1H Anything But Five

Each pair of players needs:

- a shared Anything But Five Record Sheet and pencils
- 2 dice numbered 4–9

- Both players start the game with 95 points and race to get down to zero points.
- On each turn, a player can roll the dice up to three times and subtract the sum or sums from their total points.
 - Each time a player rolls the dice, they write an equation on their record sheet that shows the two numbers they rolled and their sum. Players need to write small enough so they can fit three equations in the same box.
 - A player can stop rolling after one, two, or three rolls.
 - If a player rolls a 5, he or she loses this turn and will not be able to subtract any points.
 - When a player decides to stop rolling (if they haven't rolled a 5), they add the sums of all the equations from that turn and then subtract the total from the number of points they have.

Players can use base ten pieces, sketches of base ten pieces, a measuring tape, or mental math strategies to help them with the adding and subtracting, but they must be able to prove to their partner that their results are accurate.

Unit 1 Module 4 Session 5 1 copy for display and half-class set, plus more as needed, stored in the Work Place bin	
NAME <u>London</u>	DATE _____
 1H Anything But Five Record Sheet	
Player 1 <u>London</u>	Player 2 <u>Sayer</u>
$4 + 6 = 10$ $9 + 6 = 15$ $10 + 15 = 25$	$95 - 25 = 70$
	$95 - \underline{\quad} = \underline{\quad}$

- Players take turns rolling and subtracting. The first partner to get to 0 wins.
Players don't need to get exactly to 0. For example, if a player has 6 points left and rolls a 7 and an 8 to make 15, she wins.

Game Variations

- For a more challenging game, players can start at 195 and roll 3 dice. They can decide to simply add the 3 dice for a larger sum, or they can combine 2 of the dice to make a 2-digit number.
- For a shorter game, players can start at 50 or 75.

I rolled a _____ and a _____.

number number

I am going to roll again.

I am going to stop and add my numbers.

I rolled a 5, so I lose my turn.

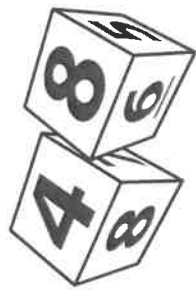
My sum is _____.

number

_____ + _____ = _____

number number number





I need _____ to get to 0.
number

_____ , SO _____ win!
number < or = or > number you / I