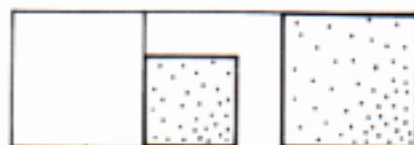


# Save Twenty



Grade Level

## TOOLS

5 dice for each pair, or  
spinners  
(see page 154)

Scratch paper

A game for  
2 players

## Why

To build understanding of probability and to provide practice with strategy development, averaging, and addition

## How

- In each game, five dice are rolled to try to create a sum close to, but not greater than, 20.
  - A sum larger than 20 gives the player a score of zero.
  - Players try to achieve the highest total score for ten games.
- Each game has **four** rounds.
  - A player rolls all four rounds before giving the dice to another player.
  - On the first round, five dice are rolled. For example:



- The player may "save" from none to all of the dice to make up her or his game score.
- Any dice not saved on the first round must be rolled again for round two. Again, none or all of the newly rolled dice may be saved.
- Continue this way through round four.
- On the fourth roll, all dice that are left must be used to make the final score.
- Note: Any dice saved cannot be rolled again in that game.
- Here is a sample game:

| ROUND | ROLLED | SAVED | TOTAL |
|-------|--------|-------|-------|
| 1     |        |       | 12    |
| 2     |        | NONE  | 0     |
| 3     |        |       | 5     |
| 4     |        |       | 1     |
|       |        |       | 18    |

- After both players have played a game, they record their scores. After ten games, average the scores. The player with the highest average is the lucky winner.

## More Ideas

Instead of pairs, play with teams. Talk to each other about your reasons for saving dice. Try to keep improving your team scores.

