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Materials
Connect Three playing board, dice, counters to cover the numbered squares on the playing board.

Organisation
2 - 4 players

Rules
- The first player rolls the dice for the given game. The player may use one or more operations on the numbers shown on the dice to produce a total shown on the board. The total is then covered with a counter. The player may not cover a number which was previously covered. If a player is unable to find a total which has not already been covered, he/she must pass the dice to the next player.
- The winner is the person who completes a row of three, either horizontally, vertically or diagonally.

Sample Game
Two dice version
If a player throws a 3 and a 6 he/she may cover 18 (6 x 3), 9 (6 + 3), 3 (6 - 3) or 2 (6 + 3). The player should clearly state how they arrived at the answer.

Three dice version
If playing the 3 dice version of Connect Three, players may mix the operations used to reach a total. For example if a player rolls three sixes the following totals could be formed: 216 (6 x 6 x 6), 18 (6 + 6 + 6), 42 (6 x 6 + 6), 30 (6 x 6 - 6), 7 (6 + 6 + 6), etc. Remember to watch the order of operations.

Variations
- Play the ten sided dice game or the three six sided dice game.
- Allow players to remove counters from previously covered numbers if they can make the total using the numbers shown on their dice.
THE GREAT CAR RACE 1

Materials
Two dice and 11 counters.

Organisation
Small groups

Rules
- Place counters on each of the squares numbered 2 – 12 to represent race cars.
- Throw 2 dice and add total the values to see which counter moves forward one square.

Which car do you think will win?

- Play the game several times keeping a note of the winning cars.

Is it a fair race? Explain.