

For the regular version of Dice Bingo, visit jrmf.org/puzzle/Dice-Bingo and click on “Festival Guide”.

What does “easier version” mean?

This version of Dice Bingo was created with PreK - 2nd grade students in mind. However, “easier” does not mean “easy,” and this version of Dice Bingo can be an effective way to engage students of any age who:

- Have strong math anxieties
- Don’t feel confident with math or math puzzles
- Have learning disabilities
- Want a gentler start to the activity

Older students and parents at our events often engage with this easier version and move on to the regular, harder version when they feel ready.

When should I use the easier version of Dice Bingo?

We recommend using the easier version of Dice Bingo whenever you expect younger students (PreK - 2nd grade) to be present at your event.

Sometimes, we will have both the easier and regular versions of the activity available as both are designed to use the same manipulatives. The difference between the two versions is the instruction sheet. If you ever need to switch from one version to the other, you only need to swap out the instruction sheet for the activity.

How do I use the easier version of Dice Bingo?

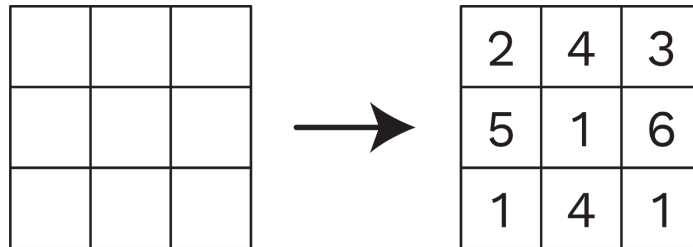
1. **Only Younger Students** - Only put out the easier instructions for the activity. You can also set aside one or two copies of the regular instructions for students who want an extra challenge.
2. **Younger Students followed by Older Students** - Start by using the easier version of the activity. Instruct volunteers to swap out the instructions when the younger students leave.
3. **Mixed Age Group** - Set up half the table with the easier instructions and the other half with the regular instructions for the activity. For younger students, volunteers should start them on the easier version. For older students, volunteers should tell them that there is an easier and regular version, and then let them pick where they want to start.



Dice Bingo Instructions (Easier Version)

1. Write a number from 1 to 6 in each square. You can write the same number more than once.

1, 2, 3, 4, 5, 6



2. Take turns rolling **1 die**. If you or your partner have that number, place a bingo chip on it.
3. Each turn, you can only place one bingo chip, even if you have the same number more than once.
4. The first player to get 3-in-a-row horizontally, vertically, or diagonally wins.

Player 1

2	4	3
5	1	6
1	4	1

Player 1 wins!