

HIGHER or LOWER

4 dice; pen and paper; 4 paperclip-lives per player.

R		G	
9	H	13	

Throw dice. Speak aloud as you move dice around to demonstrate your thoughts.

R throws 4 dice which add up to score 9.
 R challenges G to get a HIGHER score. Enter 'H'.
 G scores 13.
 Phew! All is well.

R		G	
9	H	13	H
12			

Play your turn on your own. Let others make their own decisions. Enjoy the game.

G challenges R to get a HIGHER score than 13.
 R throws the 4 dice which add up to score 12.
 Oh dear! 12 is not higher than 13.
 R loses a paperclip. The player who doesn't achieve the challenge, loses a paperclip.

R		G	
9	H	13	H
12	L	19	L
16	H	16	

Short games are easily repeated. All ages can play together to win and lose.

R challenges G to score HIGHER than 16.
 But G's 4 dice add up to 16 too.
 16 is not higher than 16. G loses a paperclip.

Last player to lose all their paperclips WINS.

Player throws 4 dice. Adds them up. Then decides if next player should get HIGHER or LOWER their score.

ADVICE and GUIDANCE

[Higher and Lower]

- Dice are very tangible, tactile and fun to play with.
- Higher and Lower offers excellent opportunities for EXPERIENTIAL LEARNING.
 - Let players discover for themselves how best to play. Observation, trial and error, taking chances and observing results, leads to much stronger, deeper, long-lasting links into understanding and learning than merely 'being taught' the facts.
- Use paperclips (or something similar) for 'lives'. They may appear worthless, but their possession boosts KUDOS..
- Quick, short games underpinned by luck offer great opportunities for players to experience both winning and losing whatever their age or ability.
- Define the playing area (maybe using a box lid to contain the throws), with rules to account for events such as:
 - Dice landing outside the playing area do not count. These 'rogue' dice can be re-thrown, having first moved other dice out of their way.
 - Adults can use this game to demonstrate their use of knowledge. By speaking thoughts aloud, whilst moving dice accordingly, players have an insight into the LANGUAGE of maths, the use of NUMBER BONDS, PROBABILITY and chance.

Repeat over time to allow players opportunities to develop and consolidate their confidence, understanding and skills.