| 4 | 3 | 10 | 11 | | 6 |

Christmas Odds Go Again

a game for 2-4 players   **Need: dice, counters**

| 9 |

| 10 | 3 | 16 | | 13 | | 4 |

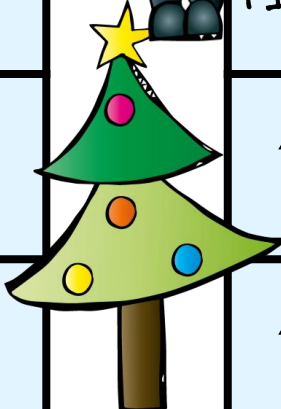| 19 | | 7 | 6 |

| 6 | FINISH | 10 | 14 |

| 8 | 12 | 20 | 18 |

| 2 | 15 | 14 | 8 | 15 |

| 12 | 11 |

Take the reindeer to visit Santa. Each player puts a counter on the reindeer. Take turns to roll the dice and move. Look at the number on the space. If it is an odd number, have another turn. If it is even the next player has a turn. Land on a candy cane and you go back to the start. The first player to reach Santa is the winner.

| 9 |

| 17 | 4 | 13 | 2 | 16 | 1 |

START →

3 hundreds
8 tens
1 one

7 hundreds
9 tens
0 ones

5 hundreds
2 tens
0 ones

3 hundreds
2 tens
7 ones

8 hundreds
4 tens
2 ones

3 hundreds
1 ten
8 ones

8 hundreds
3 tens
1 one

9 hundreds
1 ten
6 ones

7 hundreds
1 ten
3 ones

3 hundreds
1 ten
8 ones

8 hundreds
3 tens
1 one

7 hundreds
9 tens
0 ones

7 hundreds
1 ten
3 ones

7 hundreds
0 tens
9 ones

7 hundreds
0 tens
9 ones

8 hundreds
3 tens
1 one

9 hundreds
1 ten
6 ones

3 hundreds
2 tens
7 ones

3 hundreds
8 tens
1 one

5 hundreds
2 tens
0 ones

8 hundreds
4 tens
2 ones

Christmas Gifts
Hundreds, Tens and Ones

a game for 2 - 4 players   Need: counters, dice

Each player puts a counter on Start. Players take turns to roll the dice and move forward that many spaces. The player calculates the value of the space, finds a gift with the number and covers it with a counter. If no gifts match the clue, the player doesn't cover any gift on this turn. If a player lands on a Christmas penguin, they can cover any gift of their choice. The winner is the player to cover the last gift.

709 318 916 381 790 842 831 713 327 520

# Christmas Squares Adding 10s

a game for 2 players
Need: 2 Dice, Counters in 2 different colors –
each player uses a different color

Players take turns to roll the 2 dice, add the numbers together and check the key. They then find the answer to the addition on the board and cover it with a counter. The first player to cover a square of 4 spaces like this is the winner.
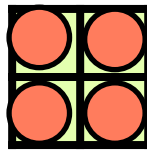
Roll this-	Cover this -
2	30+50
3	40+10
4	20+10
5	30+60
6	30+20
7	50+10
8	60+40
9	10+30
10	40+30
11	20+50
12	10+10

40	90	30	50	70	80
100	50	60	20	60	30
30	80	100	90	50	40
40	20	70	100	80	60
90	60	80	50	90	20
30	70	40	20	70	100
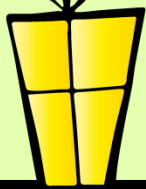
	29	30	31	32	
27					

Christmas Doubles Plus 1
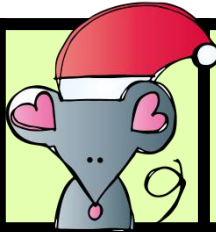
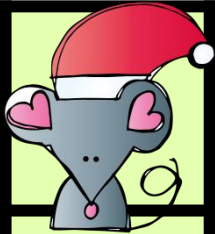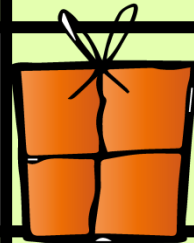| 26	25		23	22	21

a game for 2-4 players   Need: counters, dice

Be the first to take Santa to his reindeer. Each player puts a counter on the start. Take turns to roll the dice, double the number on the dice and add one more.
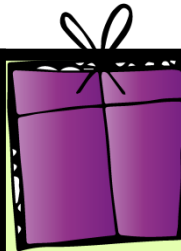
	15	16	17	18	19

13					

The player then moves that many spaces on the board. For example, if a player rolls 4 they would move 9 spaces.
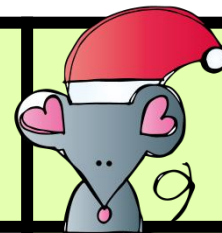
12	11	10		8	

If you land on a gift have another turn.
If you land on a mouse, go back to the start.
The first player to reach the reindeer is the winner.

					6

Start	1	2	3	4	

Christmas Bugs

a game for 2 players
Need: 2 dice, counters

14-7 15-6 17-5
16-5 11-9
13-9

16-6
13-6 12-8
13-8
12-9 14-6

12-6
15-5 12-3
15-9
14-9 16-8

Players take turns to roll the dice and then add the numbers together. The player then covers any fact on the bugs that has the total as an answer, e.g. if a player rolls 4 and 3, they cover an equation with an answer of 7. The player who covers the last fact is the winner.

12 Days of Christmas Pairs and Trios

a game for 2 players **Need: counters in 2 different colors**

Each player uses different colored counters. Players take turns to find 2 or 3 numbers on the board that add to 12. The player then covers the numbers. When no more pairs or trios can be found the winner is the player with the longest run of counters in their color.

Board numbers (clockwise from top-left): 6, 1, 4, 8, 2, 5, 9, 6, 2, 3, 7, 6, 10, 8, 5, 7, 3, 8, 4, 6, 8, 7, 4, 9, 10, 7
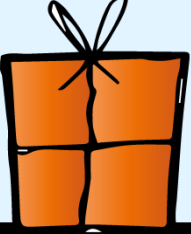
Christmas Bump

Take from 12 – Roll 2 and take from 12

a game for 2 players

Need: dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the 2 dice, add the numbers together and take the total away from 12. The player then covers this number, e.g. if a player rolls 2 and 5, they would cover 5. If the other player has one counter on this number, they can 'bump' that counter off and put one of their own counters on it. You can only 'bump' when there is only one counter on the number. If that number is covered by one of the player's own counters, they can add another counter on top and then they have won that space and no more counters can be added. The winner of the game is the first player to use all 8 of their counters.

3		4	1	
3		4	1	
6				5
6				5
0				
0				
				2
				2
8	10	9		7
8	10	9		7

Start →

Christmas Quarters

a game for 2 players   **Need: counters, dice**

Each player chooses a gift for the game and puts a counter on the start. Players take turns to roll the dice and move forward that many spaces. When a player lands on a shape with one quarter shaded they cover a snowflake on their gift. Continue playing until one player covers each snowflake on their gift. This player is the winner.
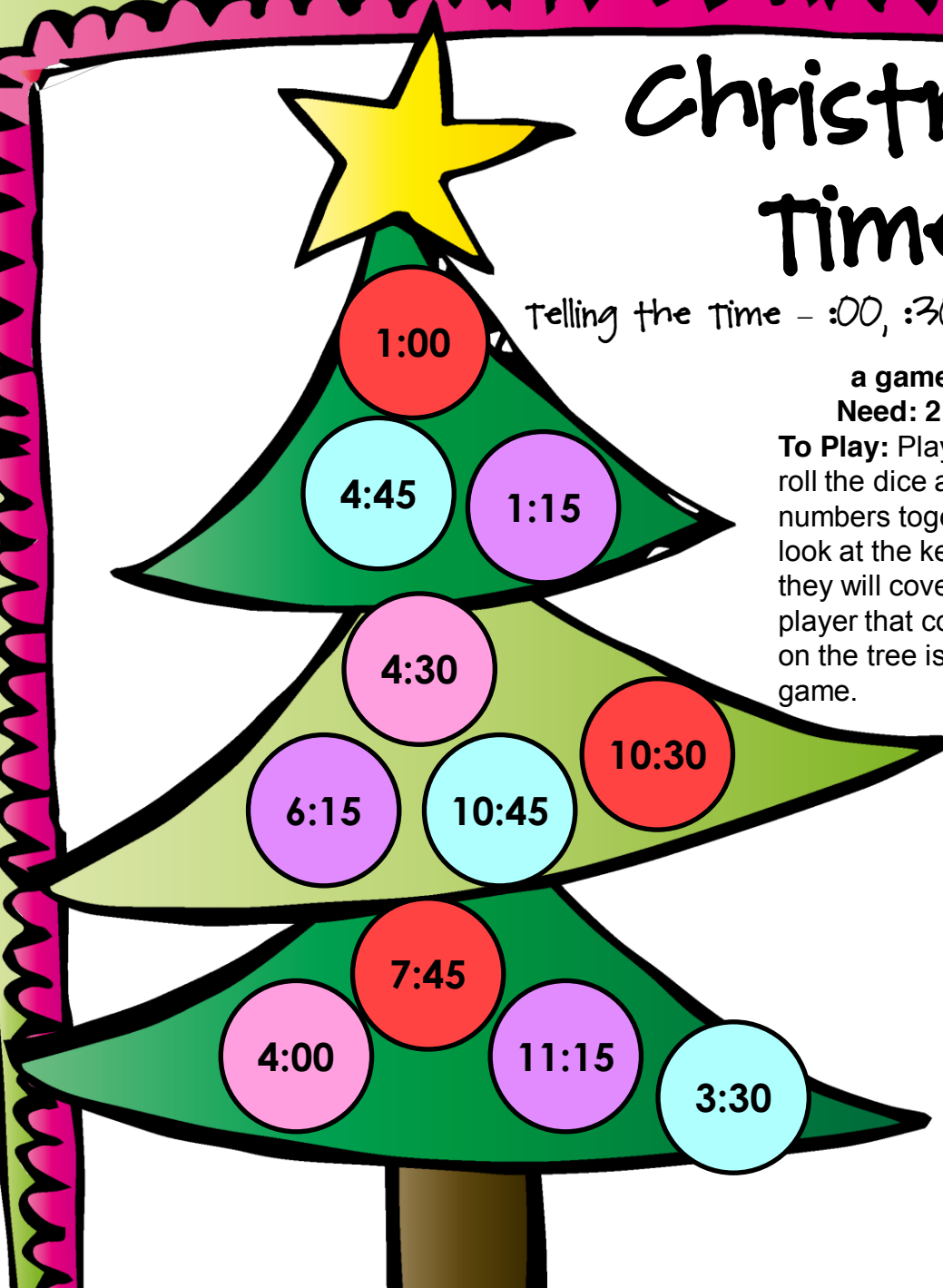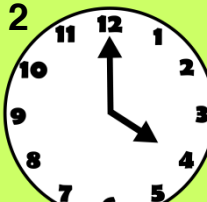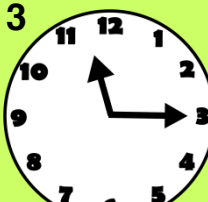
Christmas Time
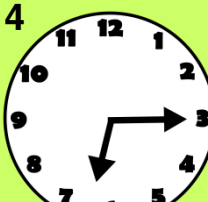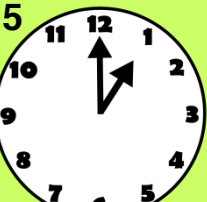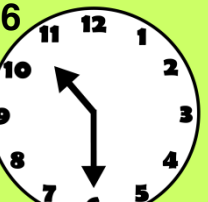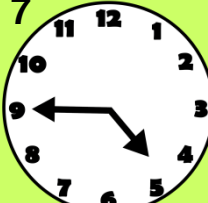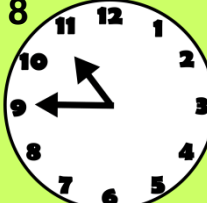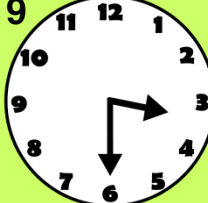
Telling the Time – :00, :30, :15, :45 Times

a game for 2 players
Need: 2 dice, counters
To Play: Players take turns to roll the dice and add the numbers together. They then look at the key to see what time they will cover on the tree. The player that covers the last time on the tree is the winner of the game.

Tree circles:
1:00
4:45 1:15
4:30
6:15 10:45 10:30
7:45
4:00 11:15 3:30

Roll the number in the corner, read the time on the clock and cover that time on the tree.

2	3	4	5	6
7	8	9	10	11	12

Christmas Betweens

a game for 2 players　　　**Need: 3 dice, pencils**

Each player chooses a gift for the game. Take turns to roll the 3 dice and use the numbers to make a 3 digit number to fit between a number pair on their gift. The player writes the number on a line, e.g. if a player rolls 2, 3 and 4 they could make 432 and write it between 400 and 500. The winner is the first player to have 2 numbers between each pair on their gift.

Game 1

Player 1

100	___	___	200
200	___	___	300
300	___	___	400
400	___	___	500
500	___	___	600
600	___	___	700

Player 2

100	___	___	200
200	___	___	300
300	___	___	400
400	___	___	500
500	___	___	600
600	___	___	700

Game 2

Player 1

100	___	___	200
200	___	___	300
300	___	___	400
400	___	___	500
500	___	___	600
600	___	___	700

Player 2

100	___	___	200
200	___	___	300
300	___	___	400
400	___	___	500
500	___	___	600
600	___	___	700

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Christmas Roll and Color 3 Digit Numbers
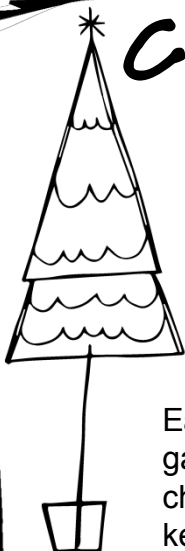
a game for 2 players
Need: dice, pencils

Each player chooses a mini board for the game. Take turns to roll the dice and check the number on the dice against the key. Color a number on your board to match the clue for the number rolled. The first player to color all of the numbers on their board is the winner.

Roll this-	Color a number that is -
1	more than 850
2	less than 250
3	between 450 and 550
4	more than 930
5	less than 160
6	between 650 and 750

Game 1

Player 1

134	962	242	741
948	523	670	871
461	864	214	144

Player 2

152	947	882	738
213	525	231	117
708	864	493	956

Game 2

Player 1

219	668	958	461
518	883	145	907
738	976	203	113

Player 2

129	462	953	701
224	874	509	923
685	185	979	131

Christmas Pathway

Color a pathway to take Santa to the gifts.

a game for 2 players   **Need: 2 dice, pencils**

Each player chooses a pathway for the game. Players take turns to roll 2 dice, add the numbers together and find an addition on their pathway that equals the total. The player then colors the block with this addition, e.g. if a player rolls 3 and 4 they could color 6+1. Note that some numbers will not have a block to color. Continue taking turns until one player colors all of their pathway. This player is the winner.

Game 1

Player 1

6+0	6+1	2+2	4+4	3+6	3+2	7+3

Player 2

2+7	4+1	6+4	0+7	3+1	4+2	3+5

Game 2

Player 1

6+2	7+4	4+5	5+1	9+3	4+3	8+2

Player 2

3+7	3+3	3+6	6+1	5+6	5+3	4+8

Reindeer Addition
Color an addition equation.
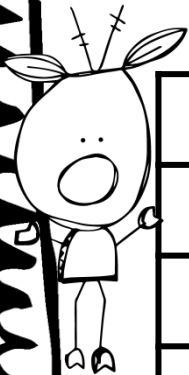
a game for 2 players   **Need: pencils**

Players take turns to color the numbers to make an addition equation coloring one space from each set, e.g. a player could color 3, 5 and 8 for 3+5=8. Once a number is colored it can't be used again. The winner is the last person to make an equation.

Game 1

1	2	6		6	7	2		9	12	9
8	3	8	**+**	1	5	6	**=**	11	10	7
4	6	7		6	9	2		12	8	7
5	4	2		3	4	7		8	11	10

Game 2

9	6	9		9	7	9		11	13	10
1	7	6	**+**	4	8	8	**=**	10	15	13
8	7	2		4	5	9		12	14	17
8	5	6		7	8	7		16	12	11

Game 3

11	4	12		3	8	9		14	12	13
10	7	11	**+**	6	7	7	**=**	18	15	14
5	13	7		8	3	6		13	16	20
13	6	9		8	3	7		12	17	19

Christmas Subtraction Tic Tac Toe
Subtract 7, 8, 9
a game for 2 players

One player is X's and one is O's. Take turns to answer the subtraction and then place X or O over the subtraction. The first player to create a line of 3 is the winner. The line can go across, down or diagonally.

7-7	11-7	14-7		19-7	14-7	16-7
12-7	10-7	8-7		15-7	20-7	17-7
9-7	13-7	15-7		13-7	18-7	12-7

9-8	12-8	14-8		14-8	19-8	16-8
11-8	16-8	8-8		12-8	15-8	18-8
13-8	10-8	15-8		20-8	13-8	17-8

10-9	13-9	16-9		17-9	19-9	13-9
15-9	9-9	11-9		20-9	16-9	18-9
12-9	14-9	17-9		15-9	12-9	14-9