Cover the Difference within 9 (Dice)



Materials:

- Two different colored counters
- Three 10-sided dice
- A playing chip (such as a penny, pebble, or cube)

Instructions:

- Players A and B pick colors.
- Player A rolls three dice and chooses two to play.
- Player A places the two chosen dice in the corresponding gray boxes on the number path.
- Player A figures out the difference between the numbers on the dice (i.e., how many jumps it takes to get from one number to the other).
- Player A finds a square on the game board that represents the difference between the two dice and covers that square with a colored counter.
- Players A and B alternate turns until one player gets four squares in a row (across, down, or diagonally).

Example Turn:

- Player A rolls 2, 5, and 8 and chooses to play 2 and 8.
- Player A puts the chosen dice in the corresponding gray boxes, marked 2 and 8.
- Player A figures out that it takes 6 jumps to get from one number to the other (either jumping up from 2 to 8, or jumping down from 8 to 2), so 6 is the difference.
- Because 8 – 2 = 6, Player A chooses one of the 6s on the game board and covers it with a colored counter.
- Play passes to Player B.

(OPTIONAL) Example Recording:

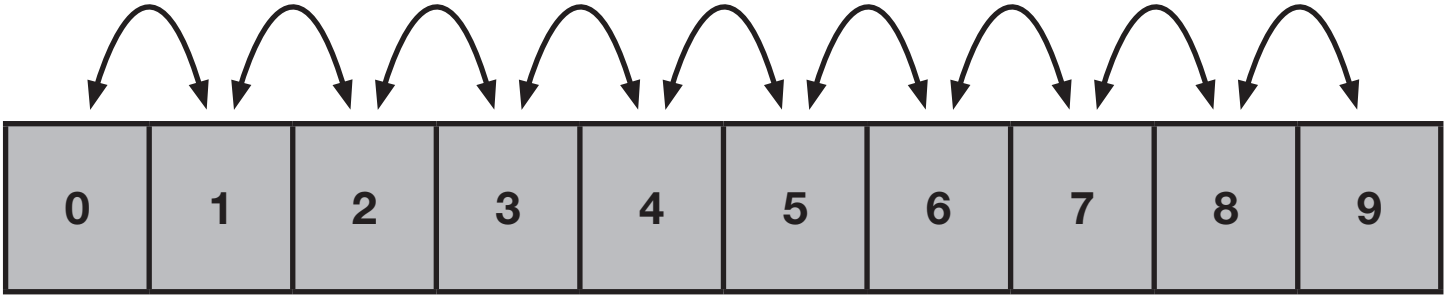
A student might record the example turn as 8 – 2 = 6, 8 – 6 = 2, or 2 + 6 = 8. All are correct.

© 2021 by Graham Fletcher from *Building Fact Fluency: A Toolkit for Addition & Subtraction*. Portsmouth, NH: Stenhouse. May be photocopied for classroom use only.

Cover the Difference within 9 (Dice)



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



You can think forward or backward.

© 2021 by Graham Fletcher from *Building Fact Fluency: A Toolkit for Addition & Subtraction*.
Portsmouth, NH: Stenhouse. May be photocopied for classroom use only.