

Roll-a-Goal

The aim of the game is to score a goal by making a higher number than your opponent. Take turns to roll a ten-sided dice and write the digit in one of your boxes (think carefully about where you put it as you want to beat your opponent). When all boxes are complete, each player must read their number correctly out loud. The player with lowest number then makes a goal with their fingers (it's up to you how big) while the player with the highest number tries to score a goal by flicking the dice with their fingers. Play 5 rounds and at the end, the person with the most goals wins!

Round 1														
Player A								Player B						
(M)	(Thousands)			(HTO)				(M)	(Thousands)			(HTO)		

Round 2														
Player A								Player B						
(M)	(Thousands)			(HTO)				(M)	(Thousands)			(HTO)		

Round 3														
Player A								Player B						
(M)	(Thousands)			(HTO)				(M)	(Thousands)			(HTO)		
		0								0				

Round 4														
Player A								Player B						
(M)	(Thousands)			(HTO)				(M)	(Thousands)			(HTO)		
					0								0	

Round 5														
Player A								Player B						
(M)	(Thousands)			(HTO)				(M)	(Thousands)			(HTO)		
	0			0					0			0		

Challenge: After each round, the winner scores the difference between the 2 numbers. You might need to use a written method to work this out. The player with the highest total after 5 rounds wins!

