



Back and Forth – 24

Math Concepts: Counting, Add / Subtract numbers from 1 - 12

Materials: Paper, 2 colors of markers, 2 dice

Players: 2

Set up: Each player starts with an empty board from 0 to 24.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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Start by placing red markers (the targets) on any three numbers, and a black marker (the player) at 0.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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Play: On a turn, use the sum of the roll of two dice and move your black marker either forward or backward that many spaces.

If you land on a red marker, remove it from the board and keep it.

Goal: First player to remove all three red markers wins.

Example move: Here is a first move using a roll of $3 + 5 = 8$. If the player rolled a 7 after that, they could move from the 8 to 1 or 15.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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– DISCUSSION AND TIPS –

After playing a few rounds, discuss ideas on where the red markers should be placed.

The sum of two dice is a number from 2 to 12. The sums are not all equally likely – 2 and 12 are very unlikely, and 7 is the most likely. How can the students use that information in placing their red markers?

– VARIATIONS –

Free Move: If a player lands on 24 exactly, they get to roll again.

Number Line: Use a number line with tick marks if you want something simpler to draw.



0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
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