

box cars and one-eyed jacks®

Dice Works Alignment Document©

Common Core State Standards

The correlation of the specific Common Core State Standards for Math with the games in Dice Works, published by Box Cars And One-Eyed Jacks Inc., was compiled by Jennie Winters, Math Science Coordinator, Lake County Regional Office of Education (IL).

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Dice Works Game	Page	Concept	CCSS	Equipment
Rolling Along	17	Number recognition, number matching	PK	One 12-sided die, paper/pencil
Numbo	18	Number recognition to 20	PK	One 20-sided die, one 20-squared bingo gameboard per play, bingo chips
Count ‘EM and Eat ‘EM	19	1 to 1 correspondence of numbers to 12, counting to 100	K.CC.4	One 12-sided die, bowl of cereal, “cube-a-links”
Roll It And Mark It	20	Number recognition, writing numerals, graphing	K.CC.3	One 12-sided die, gameboard
Odd And Even	21	Number recognition, odd/even	2.OA.3	One 12-sided die, 100 “cube-a-links” (minimum); two colours – 50 of each – one for odd, one for even
Race To The Top	22	Number recognition, odd/even, probability	2.OA.3	Five 20-sided dice, gameboard, paper/pencil
Mr. Wolf is Upside Down!	23	Number recognition, number sequencing 1-12	1.NBT.1 1.MD.3	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)
Time Out	24	Telling time to the hour	1.MD.3	One 12-sided die, gameboard
Pick And Freeze	25	Comparing numbers, greater than/less than, odd/even	K.CC.7 1.NBT.3	One 20-sided die per player, cards ace-9 (a=1), (a 10 or 12-sided dice may be substituted)
Between Friends	26	Sequencing numbers 1-20	K.CC.7 1.NBT.3	One 20-sided die per player, counters
A Detective’s Roll	27	Place value, odd/even numbers, betweeness	1.NBT.2	One 10-sided die per player
Secret Roll	28	Probability, using logical reasoning, making predictions	K.CC.7 1.NBT.3	Two 20-sided dice
Skip Away	29	1 to 1 correspondence of numbers, counting to 20, patterned counting for beginning multiplication		One 20-sided die, “cube-a-links”, paper/pencil
Match Makers	30	Place value, number recognition	1.NBT.1	Two 10-sided dice, cards ace-9, (ace=1, k=0)
Hundred Board Tic Tac Toe	31	Identification of place value 1-100	1.NBT.1	Hundred board, two 10-sided dice, bingo chips – one colour per player
Place Value Toss Up	32	Place value to 100	1.NBT.1	Two 10-sided dice per player
Expander	33	Expanding numbers, adding to 10,000	4.NBT.1 4.NBT.2	One 20-sided die, pencil/paper
Rock N’ Roll	35	Creating a five-digit number	4.NBT.2	Five 10-sided dice per player
Puzzling Pluses	39	Adding sums to 40	2.NBT.5	Two 20-sided dice per player, paper/pencil

Dice Works Game	Page	Concept	CCSS	Equipment
We Love Doubles Snap	40	Immediate recall of doubles facts, addition to 18	1.OA.6 2.OA.2	One 10-sided die, bingo chips