

## Stop on Six Game

1. There should only be one die, one pencil; each student has their own sheet of paper
2. Tell the students that they will take turns rolling the dice and trying to roll a six
3. They continue to roll in turn until someone rolls a six. Then that person picks up a pencil and begins to write the numbers from 1-100 on her paper (numbers must be legible)
4. The other players in the meantime continue to roll the dice in turn trying to get a six. When one of them does roll a six, that person quickly takes the pencil from the person writing, and begins to write 1-100 also. The other students again are continuing to roll the dice quickly in turn to try and get a six.
5. When a person gets a six again, they do not start writing from one, but they continue where they left off. For instance, if they wrote 1-21 and then the pencil got taken, they begin with 22 and continue to 100 or until someone takes the pencil.
6. The first person to get to 100 is the winner.