Material:  
A number cube  
One game board for each player  
Counters

Players:  
Group of two to four or whole class

Rules:  
Players take turns rolling the cube and filling the columns with the number of counters indicated by the roll of the cube. The columns must be filled with an exact roll so a column with 4 spaces cannot be filled if a five is rolled. The winner is the first player who fills all 4 columns.

Manitoba Education and Youth authorizes the complete or partial reproduction of this document for noncommercial educational use provided that the source is credited. Every effort has been made to provide proper acknowledgement of original sources and to comply with copyright law. If cases are identified where this has not been done, please notify Manitoba Education and Youth to correct any omissions.

This is based on the games of 'chutes' from John Van de Walle: Elementary and Middle School Mathematics: Teaching Developmentally.