

## NICE AND NASTY

Each round consists of four goes. Decide whether you are going to have a four-digit number with no decimal point or a one with three decimal places. You can play with a six- or seven-digit number.

You can play with a six-sided dice. If you have a ten-sided dice – even better!

If you have a younger brother or sister, play with them and adjust the numbers to their maths level.

Below are the rules for four-digit numbers. Adjust if you change the number of digits.

Player 1	Player 2	P1 Score	P2 Score
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### Game 1 - NICE

Take turns to roll the dice and decide which of your four boxes to fill based on your knowledge of place value. Do this four times each until all your boxes are full. Read the four digits as a whole number.

**Whoever has the larger four-digit number wins.**

Work out the difference between the two four-digit numbers after each round.

The winner banks the difference (written into P1 or P2 score.)

After four rounds work out who has more points in the bank.

### Game 2 - NASTY

Take turns to roll the dice and decide into which of the boxes to put the digit based on your knowledge of place value. **THIS TIME YOU CAN PUT IT INTO ANY CELL, INCLUDING YOUR PARTNERS.** Do this four times each until all your boxes are full. Read the four digits as a whole number.

**Whoever has the larger four-digit number wins.**

Work out the difference between the two four-digit numbers after each round.

The winner banks the difference (written into P1 or P2 score.)

After four rounds work out who has more points in the bank.