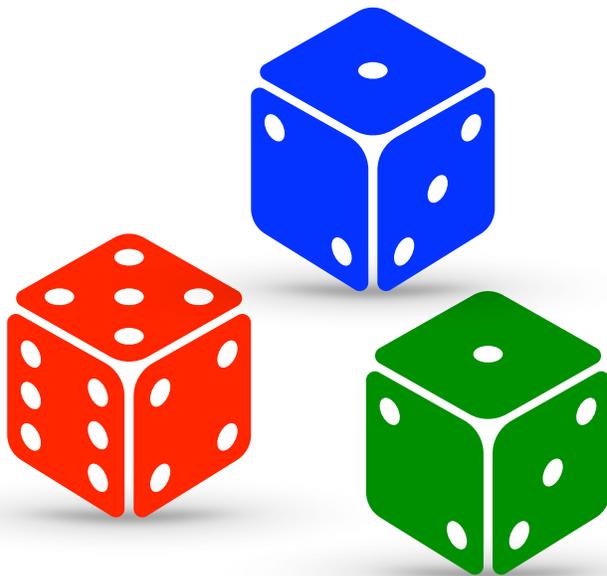


THE DICE AND STAMP GAME RELAY RACE



You will need:

- ☑ Large foam “stamps” for all hierarchies - many green ones, blue tens, red hundreds and 1 green thousand
- ☑ A set of large colored dice for each team
- ☑ A flag or bell
- ☑ A starting line (rope, spray paint...)
- ☑ A large area to use as a playing field; adjust distance for your group needs.
- ☑ A timer

Goal:

To collect 1000 in stamps. You may play with two teams as a relay race, or you may play with one group (preferably smaller group) and play against the clock.

Instructions:

On one end of the area, stack the “stamps” in piles according to hierarchy, keeping “ones” on the right and placing the hierarchies to the left of the previous pile.

Use a rope or spray paint to indicate the starting line on the opposite side of the playing area. The players will stand behind this line. Also mark off an area to store the stamps they collect during the game.

A designated “Banker” stands beside the storage area. His job is to calculate how many stamps are in each hierarchy. The remaining players form a line behind the starting line. The first player throws all three dice and must then run across the field to where the stamp stacks are, collect the correct number of stamps and bring them back across the line. The runner places the collected stamps into the storage area.

When there are 10 in any of the hierarchy piles, the banker must give a sign (waving a flag or ringing a bell, etc.) to the relay runners and they must pause while he picks up the ten stamps from the storage area and runs to the stacks of stamps. He must place them on the correct pile, then exchange for 1 stamp from the next hierarchy. He must return back to the storage area before the relay runners may continue throwing the dice and running to collect more stamps.

The goal is to reach 1000. If you are playing with several teams, the winning team will be the first to bring the 1000 stamp back to their storage area. If you are playing with time, the total time would be calculated until the moment the 1000 stamp crosses the starting line.

Variations: You can make this as easy or challenging as you want. For beginners, use the units die only, and they need to race to get to 100. For a more challenging variation, use different operations besides addition - f.ex. use two units dice and multiply them first before running to pick up the corresponding dice.

