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| ODDS & EVENS  The inner ring is odd, the outer ring even  Throw 2 dice and add together, if the total is odd, colour one segment of the inner ring, and vice versa. | TARGET NUMBER  Fill some, (not all as the activity takes too long) of the dartboard with various numbers  Use 2 dice – either add, or use them as a 2 digit number, if it matches one on the board – colour it in (2 and 6 = 8,4,26, 62) |
| TARGET DOUBLES  Place various numbers on the inner row  (to ability) – throw 2 dice and total  If the total is the double of these dice  6 and 5 = 11 – if you have an 11 on the board, double it and write 22 on the corresponding outer ring. | Use 3 dice to extend any of the above |