



# FLIP THE CUPS

Game Objective: Roll the die for this strategy game. Two players work together to figure out how to flip all the cups up.

## MATERIALS

1 0-5 die (dot or numeral)



5 Cups



## WHY WE LOVE THIS GAME

This game focuses on connecting a number word to a quantity (**numeracy**) and on different ways to combine numbers to make the same total.

To learn **more about the math** turn to page **30**.

## INSTRUCTIONS

- Put the cups in a straight line with all five cups flipped upside down.
- Players take turns rolling the die to determine how many cups they can flip on their turn.
- On a turn a player will decide if they want to flip the cups up or the down.
- For example, if all 5 cups are down and a player rolls a 3, they may flip 3 cups up. After the first turn a player can flip cups up or down. If a player rolls a 3 they might flip two cups up and one cup down.
- For each turn a player must flip the same number of cups as the number rolled. This means a player might have to flip some cups up and some cups down to match the number on the die.
- With each turn players say, "There are \_\_\_ cups up and \_\_\_ cups down. There are 5 cups in all."
- The team wins when all the cups are flipped up.



## KEEP ON PLAYING!

- To change this game from collaborative to competitive, find another team of two to play against. See who can flip the cups up first.
- Build teamwork by cheering for the number you hope your partner rolls. For example, 3 cups are down. You might want to cheer for the number three or show three on your fingers to encourage a lucky roll.
- Keep a record of the game. Make a tally mark for every turn the team takes. See how many turns it takes to flip the cups up.
- You can extend the game to ten cups by creating two lines of five. In this version you can also use a 1-6 dot die.