



Yahtzee Game

Objective

Players roll dice to see how many matching numbers they can collect in each round. This game helps children strengthen their number sense, counting, and addition skills while having fun.

What You'll Need

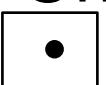
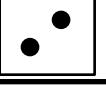
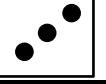
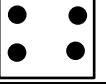
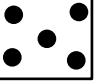
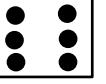
Five dice

Yahtzee Game Scorecard (PDF to download from website)

Directions

1. Each player rolls one die. The player with the highest roll goes first.
2. On their turn, a player takes all five dice and rolls them.
 - A player can roll some, or all the dice, up to two more times, setting aside any dice they want to keep and rerolling the rest.
 - Once a player decides on a category (for example, Threes or Sixes), they try to roll as many dice as possible that match that number.
 - Example: If a player chooses to go for Threes, they want as many dice as possible to land on a 3.
 - A player gets Yahtzee when all five dice show the same number (for example, 3, 3, 3, 3, 3) and everyone yells, “Yahtzee.”
 - A player MUST record a score on their final round on the Yahtzee scorecard (see Yahtzee Score Card worksheet)
 - Example: If a player rolled a 2, 4, 5, 6 and 6 while trying for Ones, they score 0 points for that category.
 - Once a category is filled, **it may not be changed again.**
 - After writing their score on their score card, the player’s turn is over.
3. When all players have filled all six categories, the game ends.
4. Players total their score.
 - If a player has more than 63 points, they receive a 35-point bonus.
 - The player with the highest total score wins!
 - If there is a tie, the tied players win the game.

Yahtzee Scorecard

Dice	How to Score	Game 1	Game 2	Game 3
Ones  = 1	Count and add only 1's			
TWOS  = 2	Count and add only 2's			
Threes  = 3	Count and add only 3's			
Fours  = 4	Count and add only 4's			
Fives  = 5	Count and add only 5's			
Sixes  = 6	Count and add only 6's			
Total Score				
Bonus If total score is 63 or over	SCORE 35			
Grand Total				