



## Shut-The-Box

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## Make Your Own Game

Shut-The-Box is a fun game for one or more players. It's a great way to help young kids practice addition facts but is still a fast and simple game for all ages. Follow the directions below to make your own game.

### Materials Needed

- A small box for each player
- 9 clothespins for each player
- A pair of dice
- Markers, crayons, colored pencils
- Decorative paper, tape, glue, etc.

### Directions

- Write a number on each clothespin until you have numbers 1-9.
- Decorate your box
- Follow instructions on the next page to play!

### What If I don't have these materials?

Not to worry – this game is flexible! The essentials are simple: two dice and something that shows the numbers 1-9.

Here are some alternative ideas:

- Decorate a dice rolling mat out of construction paper if you don't have a box
- Simply roll your dice on the table
- Write your numbers on paper and tape to paperclips to use on the box
- Write your numbers on paper and just turn the paper over on the table when you've used it
- Use bottle caps for your numbers



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# How To Play

Shut-The-Box is a fun game for one or more players. It's a great way to help young kids practice addition facts but is still a fast and simple game for all ages. Follow the directions below to play!

## Number of Players

1 or more

## Object

To turn all the numbered clothespins based on rolls of the dice or to have the lowest score.

## Set Up

Clip the clothespins on the edge of the box so the numbers are visible.

## Basic Game

Roll the dice into the box. Add the dice together and turn the numbered clothespins that add up to the numbers rolled on the dice. You may turn as many combinations per roll as possible.

*For example: Your roll adds up to 6. Turn 1 & 5 and 2 & 4.*

Continue taking turns rolling and turning clothespins until no more moves are possible. Add the remaining numbers for your score. If you turn all the clothespins, you Shut-The-Box and win, otherwise the player with the lowest score wins.

## Variations

- If no clothespin higher than the number 6 remains, players may choose to roll 1 or 2 dice.
- Limit the number of clothespins that can be turned per roll to 2.
- Play several rounds with a scoring limit of 100. The first player to reach 100 loses.
- The numbers of the facing clothespins remaining become the players score. For example: 1, 4, 7 would be 147.