Group students into pairs; give each student an Over the Hill sheet and each pair three dice.

Students will take turns rolling all three dice. They are to add or subtract the amounts shown on the rolled dice and then cross off those sums or differences on their number line. They must go in numerical order starting at 1 and will cross off as many numbers as possible each turn. When they cannot create any more numbers from their dice, it is their partner’s turn.

Each player’s turn starts at the end point from the previous turn. The first to reach 18 wins.

**EXAMPLE:** Player A rolls 3, 4, 6. She can cross off 1 (4 - 3 = 1), 2 (6 - 4 = 2) and 6 (6 - 3 = 3) from the sheet. She cannot make a sum or difference of 4, so now it is her partner’s turn to roll.