



DIY: Make Your Own Giant Dice

Playing dice is a perfect boredom buster and educational tool all rolled into one!



Share a photo of your project with us.

What you'll need

Materials

- 1 x 1.2m lengths of 90 x 90mm Porta Dressed All Round Pine
 - Sandpaper, grit 240
 - Paint (optional)
- Items are available at your local timber and hardware supplier.

Tools

- Drop saw or handsaw
- Drill with Forstner bit or drill bit
- Sander or sanding block
- Ruler or square
- Pencil
- Paintbrush (optional)
- Drop sheet (optional)

The timber for this project costs around \$30.

How to make Giant Dice



Step 1

Gather your supplies.

Porta Tip

We used 90 x 90mm Porta Dressed All Round (DAR) in Pine for this project. Use a larger or smaller square DAR if you prefer.

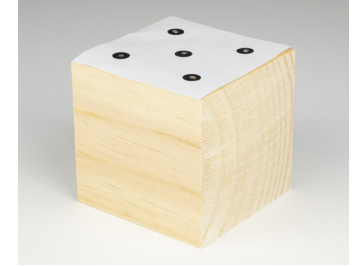


Step 2

Measure and cut the DAR into lengths of 90mm.

Porta Tip

Adjust the length to suit the size of timber.



Step 3

Using the template provided (overleaf), mark the position of the dots.

Porta Tip

We used the template to make dents into the timber with a nail.

How to play - Passage

2+ players | 2 dice

1. Take turns rolling a die. Whoever rolls the highest plays first. The player that rolled the lowest number rolls again. The number on this die becomes the "point number".
2. The first player rolls the dice. If this player rolls the "point number", they get one point. If they roll the "point number" on doubles, they get two points.
3. There is only one roll per turn.
4. The first to 11 wins.

How to play - Fifty

2+ players | 2 dice

1. Taking in turns, each player rolls 2 dice.
2. If no doubles are rolled, there is no score.
3. If doubles are rolled:
 - a. Double 1, 2, 4, 5 = 5 points
 - b. Double 6 = 25 points
 - c. Double 3 = the player loses all of their points and must restart from zero.
4. There is only one roll per turn.
5. The first to 50 wins.

How to play - Run For It

2+ players | 6 dice

1. Taking in turns, each player rolls 6 dice.
2. Organise the dice into a "run" such as 1-2-3-4-5-6.
3. Runs must begin with 1.
4. For each number in a run, the player scores 5 points:
 - a. A roll of 1-2-3-5-5-6 scores 30 points for the run 1-2-3.
 - b. A roll of 1-2-2-4-5-6 scores 10 points for the run 1-2.
 - c. A roll of 1-2-1-2-3-4 scores 30 points – 10 points for the run 1-2 and 20 points for the run 1-2-3-4.
 - d. For no runs (such as 1-3-3-4-5-6), the score is zero.
5. The first to 100 wins.



Step 4

Drill holes into the block using a drill or Forstner bit. Round the edges and sand.

Porta Tip

We used a Forstner bit to drill 22mm holes. Sand with the grain of the timber. Rounding the edges makes the dice easier to roll.



Step 5 (Optional)

Paint the holes of the Giant Dice. You can also paint the entire dice if you prefer.

Porta Tip

Use paint from left over projects or buy sample pots of your favourite colours.



Share your images with us!

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Giant Dice Template

Do not scale when printing.

