Bunny Race Rules

1. Pick a bunny from 1 – 10

(Students should pick the bunny they think will win first.)

1. Roll the random number generators.
2. Add the numbers together.
3. Mark a box for the bunny with that number.
4. If you roll an 11 or 12 you will receive a free roll.
5. Repeat steps 2-5 until one bunny has filled up all six boxes.

It is highly suggested to encourage students not to pick bunny 1. This bunny will never win when adding two random number generators!

For older students they may add and multiply. Many numbers will not have a coordinating bunny, when multiplying the numbers rolled with the random number generators.