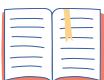


Dice 0 -100

PLAY

It is a fast-paced and exciting game that combines luck, speed, and strategy using six-sided dice. The aim is to be the first to write numbers from 1 to 100 in succession by rolling doubles.



Learning Intentions

Developing Quick Reflexes and Hand-Eye Coordination:

Students will improve their reflexes and hand-eye coordination by rapidly rolling dice and reacting quickly to grab the pen and start writing their numbers.

Enhancing Strategic Thinking and Focus:

Students will develop strategic thinking by planning how to maximise their time writing numbers while staying focused on the dice rolling. This will allow them to respond quickly when doubles are rolled.

Encouraging Healthy Competition and Group Interaction:

Students will engage in a fast-paced, competitive environment that promotes group interaction and healthy competition, reinforcing the importance of fair play and teamwork.



Success Criteria

Quick and Accurate Dice Rolling:

Students consistently roll the dice quickly and accurately, reacting promptly when they roll doubles, demonstrating improved reflexes and focus.

Strategic Number Writing:

Students effectively strategise when to start and stop writing numbers, ensuring they maximise their writing time and progress towards reaching 100.

Active Participation and Fair Play:

Students actively participate throughout the game, maintaining a positive attitude, respecting the rules, and encouraging their peers, contributing to a fun and supportive group dynamic.



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Objective:

It is a fast-paced and exciting game that combines luck, speed, and strategy using six-sided dice. The aim is to be the first to write numbers from 1 to 100 in succession by rolling doubles.

Players:

It is ideal for groups of 4 or 5 players but can be adapted for larger or smaller groups.

Materials:

- Two six-sided dice for each player.
- A pen.
- Paper with dedicated space for each player to write numbers.

Setup:

- Allocate a section of the paper for each player to write their numbers and have them put their names at the top.
- Each player gets two six-sided dice.

Gameplay:

- **Start:** On the instructor's signal, all players begin rolling their dice simultaneously.
- **Rolling Doubles:** When a player rolls doubles, they shout "Double!" and grab the pen to start writing numbers (beginning with 1) under their name.
- **Continued Play:** Other players keep rolling, trying to get doubles. As soon as another player rolls doubles, they take the pen and either start or continue their number sequence.
- **Writing Numbers:** Players can only write numbers while holding the pen and must stop when another player rolls doubles.
- **Fast-Paced Action:** The game is continuous, with players rapidly rolling dice and alternating in writing numbers.

Dice 0 -100

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Winning the Game:

The first player to successfully write the number 100 beneath their name wins.

Variations for Different Settings:

- **Children's Edition:** Use more straightforward objectives, like reaching a lower number or using one dice instead of two.
- **Educational Edition:** Incorporate maths challenges or number patterns into the game.
- **Large Group Edition:** Increase the number of dice and papers to accommodate more players, possibly adding teams.

Additional Notes:

- "Dice 0 to 100" is an engaging and competitive game that constantly involves all players.
- It's excellent for developing quick reflexes and strategic thinking.
- This game creates a thrilling and dynamic environment for group activities and ice-breaking sessions.