

Matchy Matchy Dice



The aim of the game is to score the highest points by strategically setting aside dice without busting.



Learning Intentions

Developing Strategic Thinking and Risk Management:

Students will learn to balance risk and reward by making strategic decisions during each turn, determining when to continue rolling or to secure points.

Enhancing Mathematical and Probabilistic Reasoning:

Students will practise calculating probabilities and assessing potential outcomes based on the dice rolls, which will help them improve their mathematical reasoning skills.

Promoting Physical Fitness through Movement Integration:

Students will engage in physical activity by completing specific exercises tied to their scores, promoting overall fitness and reinforcing the connection between mental and physical health.



Success Criteria

Effective Decision-Making in Gameplay:

Students consistently make informed decisions about when to set aside dice and when to continue rolling, demonstrating their understanding of risk management and strategy.

Accurate Scorekeeping and Mathematical Calculations:

Students accurately calculate their scores and manage the dice set-aside rules, showing proficiency in basic arithmetic and probability assessment.

Active Participation in Movement Rounds:

Students actively participate in the physical exercises associated with each round, completing the required repetitions based on their scores and contributing to their physical fitness.



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Objective:

To score the highest points by strategically setting aside dice without busting.

Players:

Two or more players

Game Materials:

- Eight 6-sided dice per group (This game works best in groups of four)
- Scorekeeping method (paper, board, etc.)

Gameplay

1. **Start:** Players roll a die to determine the order of play; the highest goes first, and the lowest keeps score.
2. **Playing a Turn:** Each player waits for their turn and then rolls all eight dice and chooses one number to set aside as many dice as they wish from that roll, earning points if they don't bust.
3. **Continuing the Turn:** Players can choose to end their turn and score points or risk continuing by rolling the remaining dice. They must set aside at least one die per roll and cannot select a number already chosen in that turn.
4. **Busting:** If players cannot set aside any dice, they bust and score zero for that turn. If a player busts, they must complete ten reps of the set movement for that round.
5. **Movement Element:** The total number of dice set aside is the player's score, and the total remaining dice after the last throw add up to be the number of reps they must complete for the movement for that round. (See below for the movements for each round).

Movement Element for Each Round:

At the end of each round, the player's score is the number of repetitions they must complete for the set movement for that round. Below are the ten different rounds. For example, if a player finished round one with a score of eight, they would need to complete eight squats.

Round One: Squats

Round Two: Star Jumps

Round Three: Lunges

Round Four: Push Ups

Round Five: Sit Ups

Round Six: Chair Squats

Round Seven: Full Body Spins

Round Eight: Squat Jumps

Round Nine: Leg Raises

Round Ten: Burpees



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Variations:

1. Team Play:

- Players can form teams. Each team member rolls separately, but their scores are combined for a team total. This can lead to strategic discussions on risk management.

2. Progressive Ante:

- Increase the ante or stakes each round. This raises the stakes as the game progresses, adding pressure and strategic depth.

3. Wild Dice:

- Designate one number as 'wild' for each round, representing any number the player chooses, adding a layer of strategy in dice retention. For example, a player nominates a number before the round starts that is the wild number. This number earns players double points for that round.

4. Speed Rounds:

- Introduce a time limit for each player's turn, speeding up the game and adding an element of quick decision-making.

5. High Roller Mode:

- Only scores above a certain threshold (e.g., 50 points) count, pushing players to take more risks for higher rewards.

End of the Game

The game ends after a round for each player. The player with the highest total score wins. This game combines elements of risk and strategy as players decide how far to push their luck each turn.

