Dice Cricket

STAY ACTIVE!

A fun, cricket-themed dice game where pairs compete to score runs. Players take turns rolling the dice to accumulate runs, with each roll corresponding to a number of runs or an 'out'. The game combines chance with physical activity, as players perform exercises based on their rolls.

📖 Learning Intentions

Enhancing Strategic Thinking and Numeracy
Students will develop their strategic thinking by deciding how to maximise their scores while understanding the probability of dice rolls. They will also practise numeracy skills by adding their runs and keeping track of their scores.

Promoting Physical Fitness and Activity
Students will engage in various physical exercises corresponding to their dice rolls, improving their fitness levels and promoting a healthy, active lifestyle.

Fostering Teamwork and Communication
Students will work together in pairs, encouraging each other and discussing strategies, which promotes teamwork, communication, and positive social interaction.

🏅 Success Criteria

Effective Scorekeeping and Strategy
Students accurately track their scores and make strategic decisions during the game to maximise their runs, showing an understanding of both the game's rules and effective gameplay strategies.

Active Participation in Physical Exercises
Students enthusiastically and effortfully perform the assigned exercises based on their dice rolls, demonstrating a commitment to the physical aspect of the game.

Positive Interaction and Encouragement
Students interact positively with their partners, offering encouragement and support during gameplay, which contributes to a collaborative and enjoyable experience for all participants.

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Objective:
A fun, cricket-themed dice game where pairs compete to score runs. Players take turns rolling the dice to accumulate runs, with each roll corresponding to a number of runs or an 'out'. The game combines chance with physical activity, as players perform exercises based on their rolls.

Players:
Played in pairs, each with a dice and paper for scoring.

Materials:
- A six-sided dice for each pair.
- Paper and pen for keeping score.

Setup:
Pairs sit together with their dice and PDF scoring sheet.

Gameplay:
- **Batting and Scoring:** Players take turns to 'bat' by rolling the dice. Rolls of 1, 2, 3, 4, or 6 are added to their batting score, and the player performs the assigned exercise for that many reps.
- **Getting 'Out':** If a player rolls a 5, their batsman is 'out', and they record their score before moving to the next batsman.
- **Exercise Challenge:** Each batsman (roll) is associated with a different exercise.
- **Game Progression:** The game continues until all ten batsmen are out.

Winning the Game:
The winner is the player with the highest total score for all their batters.

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Variations for Different Settings:
- **Fitness Edition:** Tailor exercises for each number to provide a full-body workout.
- **Educational Edition**: Incorporate maths or strategy elements into scoring.
- **Team Building Edition**: Emphasise encouragement and strategy discussion between partners.

Additional Notes:
- Dice Cricket is an engaging game that combines elements of fitness with the fun of a dice game.
- It's suitable for players of all ages and can be easily adapted for different group sizes and fitness levels.
- The game is a physical challenge and encourages strategic thinking and numeracy skills.

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Player 1:

BATSMEN	EXERCISE	SCORE
1	SQUATS	
2	PUSH UPS	
3	SIT UPS	
4	ALTERNATING LUNGES	
5	COMMANDOES	
6	V-SITS	
7	SUMO SQUAT JUMPS	
8	REVERSE SIT UPS/ SUPERMANS	
9	MOUNTAIN CLIMBERS (EACH LEG)	
10	BURPEES	
11	10 METER RUN	
	TOTAL SCORE	

Player 2:

BATSMEN	EXERCISE	SCORE
1	SQUATS	
2	PUSH UPS	
3	SIT UPS	
4	ALTERNATING LUNGES	
5	COMMANDOES	
6	V-SITS	
7	SUMO SQUAT JUMPS	
8	REVERSE SIT UPS/ SUPERMANS	
9	MOUNTAIN CLIMBERS (EACH LEG)	
10	BURPEES	
11	10 METER RUN	
	TOTAL SCORE	

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Player 1:

BATSMEN	EXERCISE	SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
	TOTAL SCORE	

Player 2:

BATSMEN	EXERCISE	SCORE
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
	TOTAL SCORE	