

# Last One Standing Dice

Gratitude

To be the first player to run out of dice. Each player scores points based on the dice they have left when someone wins.



## Learning Intentions

### Enhance Decision-Making and Reaction Skills:

Students will improve their quick decision-making and reaction skills by responding to different dice rolls with appropriate actions, such as passing dice or performing physical activities.

### Promote Physical Activity through Gameplay:

When rolling a six, students will engage in short bursts of physical activity, like burpees, squats, or star jumps, promoting fitness and movement within the context of a fun game.

### Encourage Positive Reflection:

Students will have opportunities to engage in positive reflection or express gratitude when rolling a six, fostering a mindset that combines physical activity with emotional well-being.



## Success Criteria

### Effective Response to Dice Rolls:

Students demonstrate an understanding of the game rules by correctly performing the actions associated with each dice roll, such as moving, passing, or keeping dice.

### Active Participation in Physical Activities:

Students actively and enthusiastically participate in the physical activities required when rolling a six, contributing to their overall fitness and engagement in the game.

### Positive Engagement in Reflection:

When the variation is used, students thoughtfully participate in positive reflection or gratitude prompts during the game, showing an ability to combine physical activity with emotional mindfulness.



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## Objective:

To be the first player to run out of dice. Each player scores points based on the dice they have left when someone wins.

## Players:

3 – 6 players

## Game Materials:

- Six six-sided dice per player

## Gameplay

### Start:

Each player starts with six dice.

### Round Play:

Players simultaneously count down and roll their dice. Players perform actions based on their roles:

**One:** Move the die to the centre.

**Two:** Pass the die to the left.

**Five:** Pass the die to the right.

**Three, Four:** Keep the die.

**Six:** Perform a physical activity (tuck jump, squat, or star jump) and announce it.

**Next Rounds:** Collect any dice passed to you and dice you kept, and roll again as in the first round.

### Ending the Game

The game ends when a player has no more dice. Each remaining player scores one point per dice left. Multiple games can be played, and the player with the lowest total score wins.

### Variation

Incorporate positive reflection or gratitude prompts when players roll a six, providing a meaningful pause during the game.