

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.

