

DICE CONNECTION Starter



the school of
PLAY

Dice Connection

Starter

Instructions

Objective:

A reflective and creative activity designed to build connections and relationships within a new group. Participants use dice rolls to select questions about themselves and express their answers creatively.

Players:

Suitable for any number of participants, each needing a dice, pen, and the provided PDF.

Materials:

- A six-sided dice for each participant.
- A pen for each participant.
- A printed copy of the provided PDF with questions divided into four categories.

Setup:

Ensure each participant has a dice, pen, and a copy of the PDF with questions.

Gameplay:

- Question Selection: Each player rolls their dice four times, once for each category on the PDF. The number rolled corresponds to a specific question in that category.
- Answering Questions: Players highlight the question associated with each of their rolls. They then spend time thoughtfully answering these four questions about themselves.

- **Creative Expression:** After answering, players roll the dice again to determine the form of their creative expression (drawing, story, song, poem, etc.). Alternatively, the facilitator can assign specific creative tasks.
- **Sharing:** Participants share their creative work with a small group, allowing everyone to learn about each other on a deeper level.

Winning the Game:

The focus is not on winning but on personal reflection, creativity, and building deeper connections within the group.

Variations for Different Settings:

- **Educational Edition:** Tailor the questions to educational themes or learning goals.
- **Corporate Edition:** Focus on professional development or team-building questions.
- **Youth Group Edition:** Use age-appropriate and engaging questions for younger participants.

Additional Notes:

- This activity encourages personal reflection, creativity, and vulnerability in a safe and fun environment.
- It's an excellent tool for ice-breaking, getting to know each other, and fostering a sense of community.
- Collecting the creative outputs for a display can be a powerful reminder of the positive aspects of participants' lives and the connections formed during the activity.

FOUR QUESTIONS

DICE ONE

1. What do you think are the biggest challenges for you so far?
2. Who do you trust the most? Why?
3. What makes you feel uncomfortable?
4. How can you help yourself to relief the anxiety, stress, sadness?
5. In your opinion, what is the best movie you've ever seen. Why?
6. What makes you feel proud?

DICE TWO

1. What are you grateful for?
2. What is your happiest moment of life?
3. Who are the people that you love the most? What are their characteristics?
4. What makes you happy?
5. What is something you feel nervous about right now?
6. What activities do you love the most?

DICE THREE

1. When do you feel a relief?
2. What would be the title of your life now? Why?
3. What is your scariest moment (real life or fantasy moment..)
4. How do you think others see you? Why?
5. What can you learn from your parents, friends?
6. Who are your heroes?

DICE FOUR

1. Who can help you feel a relief?
2. If you could add, change or cancel the rule at home. What would it be?
3. When do you feel the happiest?
4. What is the first symptom you notice when you feel anxious/stressed/sad?
5. Write the words you want to hear every day.
6. How do you feel when you get a compliment?

FOUR ANSWERS

DICE ONE

DICE TWO

DICE THREE

DICE FOUR

CREATIVE MASTERPIECE

DICE ROLL

1. Create a picture
2. Create a poem
3. Create a story
4. Create a song or wrap
5. Create four little pictures of each questions
6. Lucky choice of the five options