

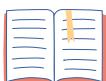
Magical 21

Grade Three & Four

STAY ACTIVE!



Magical 21 is a dice-based game that engages students in practising math skills, strategic thinking, and friendly competition. Players aim to reach a total of 21 points by rolling dice, adding up their totals, and making strategic decisions about when to stop rolling or risk going over 21. The game is designed to enhance both mental and physical engagement, with a fitness challenge for the winner and loser of each round.



Learning Intentions

I can participate in a competitive game while practising good sportsmanship:

Students will engage in friendly competition, focusing on the enjoyment of the game and maintaining a positive attitude, regardless of winning or losing.

I can engage in physical movement and fitness while playing a game:

Students will perform physical exercises such as planks, burpees, or squats, adding a fitness challenge after each round to promote active participation.

I can develop my math skills by adding numbers and making decisions:

Students will practice adding numbers quickly and understanding basic number operations (addition) while playing the game.

I can make strategic decisions based on risk and reward:

This game helps students learn about decision-making, weighing the risks of rolling again versus staying with their current total.



Success Criteria

Sportsmanship and Engagement:

Students play the game with a positive attitude, supporting their peers and respecting the rules throughout the game.

Physical Fitness Participation:

After each round, students complete the assigned fitness challenge (plank, burpees, or squats) based on the outcome of the round.

Accurate and Quick Addition:

Students add numbers quickly and accurately, ensuring their total score is correct each round.

Strategic Decision Making:

Students demonstrate good judgment by deciding when to roll again and when to stay based on their current total.



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Objective:

Magical 21 is a dice-based game that engages students in practising math skills, strategic thinking, and friendly competition. Players aim to reach a total of 21 points by rolling dice, adding up their totals, and making strategic decisions about when to stop rolling or risk going over 21. The game is designed to enhance both mental and physical engagement, with a fitness challenge for the winner and loser of each round.

Players:

- Two or more players.
- Suitable for small groups or classroom activities.

Materials:

- Two six-sided dice per player.
- A way to keep score (paper and pen or a scorecard).

Setup:

1. Each player will need two six-sided dice.
2. Decide who goes first by having each player roll a die; the highest roll goes first.
3. Ensure each player has a way to keep track of their points.

Gameplay:

1. Roll the Dice:

- The first player rolls both dice and adds up the numbers.
- The player then decides whether to stop and keep their total or roll again.
- Example: Player rolls a 5 and a 4, giving them a total of 9. They can either stay at 9 or risk rolling again.

2. Rolling Again:

- If the player chooses to roll again, they roll both dice again and add that total to their current total.
- Example: Player rolls a 6. Their total is now 15 ($9 + 6$).

3. Choosing to Stay:

- Once a player's total reaches 17 or higher, they must stop rolling and can only roll one more die if they wish to continue.
- Example: Player has 17 and rolls a 5, reaching 22. They have busted and cannot earn points for that round.

4. Scoring Points:

- **Win a Round:** If the player's total is higher than the other player's without exceeding 21, they earn 1 point.
- **Rolling a 21:** If a player rolls exactly 21, they earn 2 points instead of 1.

Tie: If both players tie with the same score, both players earn a point for that round.

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5. Fitness Challenge (Post-Round):

- Winner: The winner of the round holds a plank position for 20 seconds.
- Loser/s: The loser/s complete 5 squats, 5 push-ups, or 5 star jumps, which the winner/s chooses.
- After the fitness challenge, the next round begins with the next player.

6. Next Player's Turn:

- After each player has either elected to stay with their current tally or have gone bust (over 21) the next player takes their turn and tries to beat the previous player's score (or create a starting score for that round if the previous player/s have gone bust).
- The game continues with players taking turns rolling the dice and tallying their score until all players in the group have had their turn, the group completes the fitness challenge after each round as a team together.

Ending the Game:

- The first player to reach 6 points wins the game.

Variations for Different Settings:

1. Educational Edition:

Incorporate mental math practice by asking players to calculate the total of their dice rolls out loud to encourage quick mental math.

2. Team Building Edition:

Players can form teams, collaborating on strategies to improve their performance and supporting each other through the fitness challenges (e.g. rolling one dice each if playing in pairs).

Additional Notes:

Magical 21 is a fun, competitive game that combines strategic thinking, math skills, and physical activity. The fitness challenges after each round add an active and fun element to the game, encouraging students to stay engaged both mentally and physically.

