

Duck Duck Dice

Grade Three & Four



A fun, interactive dice game where players roll dice in order to match the "Boss Dice", the aim here is for players to place as many of their own dice in their "bucket" as possible each round, reducing the number of exercises they need to complete and reducing their overall score.



Learning Intentions

I can develop my strategic thinking skills:

Students will learn how to make decisions based on the dice rolls and incorporate some math into their games.

I can work with others and practice good sportsmanship:

Students will collaborate and compete in a fun and energetic environment, learning to respect each other's turns and play fairly.

I can complete exercises and move my body:

Students will be instructed on which exercises to complete at the end of each round and learn new movements.



Success Criteria

Effective Dice Strategy:

Students will make thoughtful decisions about when and how to place their dice into their buckets.

Active Participation:

Students will actively engage in every round, rolling the dice, strategising, and encouraging others while playing.

Sneaky Exercise:

Students will complete simple fitness movements and enjoy moving their bodies.



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Objective:

A fun, interactive dice game where players roll dice in order to match the “Boss Dice”, the aim here is for players to place as many of their own dice in their “bucket” as possible each round, reducing the number of exercises they need to complete and reducing their overall score.

Players:

2-6 players, perfect for classrooms or small group settings.

Materials:

- 5 dice per player
- 1 “Boss Dice” per group
- A score sheet (for keeping track of points).
- A way to keep track of rounds and who goes first to roll the “Boss Dice” (a button or token can be used).

Setup:

1. Each player will need five dice. Each group needs one “Boss Dice”.
2. Distribute the dice and score sheets to each player. Have a space cleared for rolling the dice.
3. Ensure each player understands the rules, including the objective of matching the Boss Dice and how many exercises to complete and how to keep score.

Gameplay:

1. Starting the Game:

2. Players roll one dice each to determine who rolls the “Boss Dice” first, highest score reveals the first “Boss”. The **Boss Die** is rolled (the coloured or marked die) and determines the value that players will need to match or add up to with their five dice in order to promote them into their “bucket.”

3. Promoting Dice:

There are two ways to promote dice into the “bucket”:

- **Matching:** If a die matches the value of the Boss Die, it can go into the bucket.
- **Adding:** If the sum of any group of the players five dice adds up to the value on the Boss Die, they can be moved into the bucket.

4. Fitness Challenge Integration:

After each round, the players will have a certain amount of dice left out of their bucket. They must tally up the total score of these dice and mark it on their scorecard. The player with the lowest score wins that round, as the winner they get to call out a fitness exercise for the other players to complete, either:

- 5 squats
- 5 push-ups
- 5 star jumps



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5. Scoring:

After playing a desired number of rounds or to a set time limit the player with the lowest overall score wins the game.

Variations for Different Settings:

1. Fitness Edition:

Increase the fitness challenges after each round, such as adding more reps or even adding in activities like 50 meter runs if outdoors. .

2. Team Edition:

Split the group into teams and let them collaborate on their dice rolls and strategy, earning points as a team, you can increase the number of dice per team if you like.

Additional Notes:

Duck Duck Dice combines luck, strategy, and fitness into a fun, energetic game that promotes active engagement and teamwork. The addition of fitness challenges makes it a unique and fun way to get students moving while learning about probability and decision-making. This game is perfect for classroom settings, small groups, or any active learning environment!

