

Dice Risk

Grade Three & Four



Dice Risk is a fun and dynamic game where participants roll dice to test their luck while incorporating physical activity into the mix. Players or teams will try to guess the total or specific attributes of their dice rolls and earn points based on their predictions. If their guesses are wrong, they must complete a set of exercises before continuing. This game emphasizes risk, strategy, and physical movement in a fun, competitive setting.



Learning Intentions

I can make decisions based on risk and reward:

Players will practice strategic thinking by choosing which bet to place based on the probability of their guess being correct.

I can engage in physical activity while making decisions:

Players will incorporate fitness into the game, allowing them to stay active while also making fun and strategic decisions.

I can work collaboratively within a team to improve our chances of winning:

Players will work together in pairs or teams, practicing communication and cooperation during the game.

I can reflect on and understand the outcomes of decisions:

By recognising when a guess was wrong, players will learn about the outcomes of risk-taking decisions and how to manage them.



Success Criteria

I can correctly predict the outcome of a dice roll:

Players demonstrate their ability to make educated guesses based on the available options.

I can complete physical exercises if my guess is incorrect:

Players will complete a set number of exercises if their prediction is wrong, demonstrating perseverance and physical engagement.

I can collaborate with my team to strategize for success:

Players will work as a team to make the best possible predictions and to complete exercises together.

I can accumulate the most points by the end of the game:

Players strive to make accurate predictions and complete exercises efficiently to score the most points.



Dice Risk

Grade Three & Four



Objective:

Dice Risk is a fun and dynamic game where participants roll dice to test their luck while incorporating physical activity into the mix. Players or teams will try to guess the total or specific attributes of their dice rolls and earn points based on their predictions. If their guesses are wrong, they must complete a set of exercises before continuing. This game emphasizes risk, strategy, and physical movement in a fun, competitive setting.

Players:

- Playable individually, in pairs, or small teams (3-4 players).
- Recommended for 2 or more teams.

Materials Needed:

- Two six-sided dice per player or team.
- A PDF score sheet for tracking points (provided).
- A designated area for performing exercises.
- Timer for game duration (5-10 minutes).

Setup:

1. Each team or player needs two six-sided dice and a score sheet.
2. Players or teams should decide who will be rolling the dice and who will track points.
3. Set a timer for the game (5-10 minutes).
4. Read through the different dice gamble options and their associated points (explained below).

Gameplay:

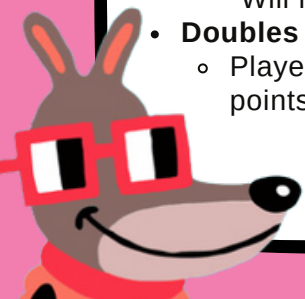
1. Rolling the Dice:

Each team or player takes turns rolling the dice. Before rolling, they must decide which predication they are going to make.

2. Making Predictions:

There are several types of predictions players can make:

- **Even or Odd Prediction:**
 - Players predict whether the total of the two dice will be an even or odd number. (1 point if correct)
- **Specific Total Prediction:**
 - Players predict the exact total the two dice will add up to. The totals range from 2 to 12. (Higher risk, higher reward: 5 points if correct)
- **High/Low Prediction:**
 - Players predict whether the total will be higher or lower than a certain value (for example, "Will it be higher than 7?"). (3 points if correct)
- **Doubles Prediction:**
 - Players predict whether the dice will show doubles (both dice have the same number). (4 points if correct)



Dice Risk

Grade Three & Four



3. If the Prediction is Correct:

If the player's prediction is correct, they earn the points associated with that predication. The team or player can then continue to the next round of dice rolling.

4. If the Prediction is Incorrect:

If the player's prediction is incorrect, they must perform the designated exercise. The exercises for each incorrect guess are:

- 5 squats
- 5 push-ups
- 10 mountain climbers
- 10 sit-ups
- 10 leg raises
- 3 burpees

After completing the exercises, the player or team can roll again.

5. Repeat:

Continue this process for the set time (5-10 minutes). Each player/team will continue to roll the dice, make predictions, and either earn points or perform exercises.

Scoring System:

- **Even or Odd Prediction:** 1 point
- **Specific Total Prediction:** 5 points
- **High/Low Prediction:** 3 points
- **Doubles Prediction:** 4 points
- **Incorrect Prediction:** Perform 10 reps of a selected exercise, then roll again.

Winning the Game:

At the end of the game, the player or team with the highest accumulated score wins. The goal is to take strategic risks to earn points and balance them with the exercises required for incorrect predictions.

Variations for Different Settings:

• Modified Edition:

Adjust the exercises based on fitness levels. Use more challenging exercises for older or more advanced participants.

• Team Building Edition:

Teams can strategise together, deciding which types of bets to make based on their strengths and weaknesses in exercises.



Dice Risk

Grade Three & Four



Additional Notes:

Dice Risk is an exciting and adaptable game that incorporates luck, strategy, and fitness. It encourages players to take risks, work together, and stay active, all while making the game both fun and engaging. The randomness of the dice adds an element of surprise and excitement, keeping participants engaged throughout the session.

