

# Dice Eliminator Partner Challenge

GIVING

To complete challenges based on dice rolls and eliminate numbers from the game sheet, working cooperatively with a partner and having fun while staying active.



## Learning Intentions

**I can work together with a partner to complete challenges:**

This teaches students the importance of teamwork and communication, helping them cooperate and support each other during the game.

**I can think of the best way to solve a problem with my partner:**

Students will engage in simple problem-solving as they plan how to complete the challenges and eliminate numbers from their game sheet.

**I can stay active and have fun while completing challenges:**

Students will participate in physical activities, staying engaged and moving while completing the challenges on their game sheet.



## Success Criteria

**Teamwork and Communication:**

Students work well with their partner, using clear communication and support to complete the challenges together.

**Completing Challenges:**

Students engage in the game by completing the challenges based on their dice rolls, making progress in eliminating numbers from their game sheet.

**Strategic Thinking and Participation:**

Students make simple decisions about which challenges to complete and actively participate in each round, helping their team make progress toward finishing all tasks.

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## Objective:

To complete challenges based on dice rolls and eliminate numbers from the game sheet, working cooperatively with a partner and having fun while staying active.

## Players:

Played in pairs, suitable for small to large groups of students.

## Materials:

- Two dice for each pair
- A **Dice Eliminator game sheet** for each pair (with numbers 2-12 and corresponding challenges) (found in resource PDF).

## Setup:

1. Pair up students and give each pair two dice and a game sheet.
2. Explain that the goal is to eliminate all the numbers from 2 to 12 by completing the challenges assigned to each number.
3. Review the types of challenges on the game sheet (for example: "Do 5 jumping jacks" for the number 5, "Clap your hands 10 times" for number 10, etc.).

## Gameplay:

### Rolling the Dice:

Each team rolls both dice. The total of the dice determines which challenge they need to complete based on the game sheet. For example, if the dice roll a 4 and a 3, the total is 7, and the team needs to complete the challenge for the number 7 on their game sheet.

### Completing Challenges:

After each roll, students complete the corresponding challenge. If they roll a 7, they might need to do a fun task like hopping on one foot 7 times or another physical task, depending on the game sheet.

### Eliminating Numbers:

After completing a challenge, the students can cross off the number they just completed on their game sheet.

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## Repeat Rolls:

If a team rolls a number they have already completed, they must perform a **star jump** before rolling again. This ensures they keep active and engaged while they continue to work through the numbers.

## Working Together:

Encourage students to communicate with their partner as they complete each task and cheer each other on. They should be having fun and staying positive throughout the game.

## Winning the Game:

The first team to cross off all numbers from 2 to 12 on their game sheet wins the game. Celebrate with high fives or a cheer to recognise everyone's efforts!

## ••••• Variations for Different Settings:

### Educational Edition:

Adapt the challenges to include simple educational tasks like identifying shapes, naming colours, or solving basic math problems. For example, "Name 3 animals" for the number 3.

### Fitness Edition:

Include a variety of physical exercises for each number. For example, "Do 5 push-ups" for number 5, "Jump 8 times" for number 8, or "Run around the room 10 times" for number 10.

### Team Building Edition:

Focus on challenges that promote collaboration and problem-solving, such as "Hold hands and skip around the room" or "Work together to balance on one foot for 10 seconds."

### Additional Notes:

Dice Eliminator Partner Challenge is a fun, active, and cooperative game that encourages teamwork, communication, and physical fitness. It is a versatile game that can be easily modified for different age groups and settings, making it perfect for classrooms, family activities, or team-building exercises. The game fosters an environment of cooperation, learning, and fun, where students not only work together to complete tasks but also stay physically active and engaged throughout.

