

Skunk Dice Challenge

Grade Three & Four



The Skunk Dice Challenge is a fun, competitive game that combines dice rolling with physical movement. Players aim to accumulate the highest total score over five rounds by rolling dice, completing exercises based on the rolled numbers, and making strategic decisions to avoid the skunk risk (the "one" or "double ones"). The goal is to be the team or pair with the highest score at the end of the game.



Learning Intentions

I can practice basic addition and number recognition:

Players will practice adding numbers as they roll the dice and calculate their total score for each round.

I can make strategic decisions and understand risk and reward:

The game encourages players to assess when to stop and keep their points or take the risk of rolling again, weighing the consequences of rolling a "one."

I can engage in friendly competition and build teamwork skills:

Participants will collaborate and communicate with their teammates, fostering a sense of cooperation and sportsmanship.

I can stay physically active by completing various exercises:

Players will engage in physical movement after every dice roll, helping them build strength and coordination through the assigned exercises.



Success Criteria

I can roll the dice, calculate my score, and record the total:

Players will accurately add the numbers on the dice and record their score for each round.

I can make decisions on whether to take a risk or stop and keep my points:

Players will demonstrate strategic thinking by deciding when to stop rolling and keep their points or risk rolling again for more points.

I can complete the exercises based on my dice roll:

Players will engage in the exercises associated with their dice roll, demonstrating physical activity and endurance.

I can work with my team to achieve the highest score:

Teams will collaborate to maximize their points and ensure they complete the required exercises together.



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Objective:

The Skunk Dice Challenge is a fun, competitive game that combines dice rolling with physical movement. Players aim to accumulate the highest total score over five rounds by rolling dice, completing exercises based on the rolled numbers, and making strategic decisions to avoid the skunk risk (the "one" or "double ones"). The goal is to be the team or pair with the highest score at the end of the game.

Players:

- Pairs or small teams (3 to 4 players).

Materials Needed:

- Two six-sided dice per team.
- Skunk game card with the skunk scoring system (provided in resource PDF).
- Space for physical activity (enough room for movement and exercises).
- A list of exercises corresponding to each dice number.

Setup:

- Pair up participants or create small teams.
- Give each team two six-sided dice and a printed Skunk game card to record their scores.
- Set up a clear space for players to move freely and complete exercises after each roll.

Gameplay:

1. Start the Game – The "S" Round:

- The game begins with the "S" column of the Skunk card.
- Players roll the two dice and add the numbers together.
- If a "one" appears, the score for that round is lost, and the round is over. If "double ones" are rolled, all previously accumulated points are wiped out.
- If no "one" is rolled, the players complete the exercises for the numbers rolled. (e.g., if the dice show 2 and 3, players complete 10 squats for 2 and 10 sit-ups for 3).
- After completing the exercises, players have the option to stop and keep their points or roll again for more points. However, rolling again carries the risk of rolling a "one" and losing the points for that round.

2. Proceed to the "K" Round:

- Once the "S" column is complete, move on to the "K" column and repeat the process.
- Players continue rolling and adding their points, making strategic decisions to stop or roll again.
- Exercise assignments for the new round will be provided (e.g., number 2 = lunges, number 5 = push-ups, etc.).

3. The Remaining Rounds – "U," "N," and "K":

- Continue progressing through each round (S, K, U, N, K) as the game moves forward.
- In each round, players roll the dice, add their points, complete the exercises, and decide whether to risk rolling again.



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4. Exercise List for Each Dice Number:

- **1:** No exercises (roll again).
- **2:** Squats.
- **3:** Sit-ups.
- **4:** Push-ups.
- **5:** Lunges.
- **6:** Burpees.

5. Round End and Points:

- If a player rolls a "one" or "double ones," they lose the points for that round and must perform 5 burpees before starting the next round (optional).
- The player or team with the highest total score at the end of the five rounds wins the game and is crowned the Skunk Champion!

Winning the Game:

- The team or pair with the highest score at the end of the five rounds wins the Skunk Dice Challenge. Players who strategized well and avoided the "one" risk will have accumulated the highest points.

Variations for Different Settings:

- **Fitness Edition:**

Modify the exercises for different fitness levels or age groups. Include more challenging exercises or additional movements to increase intensity.

- **Team Building Edition:**

Encourage communication and collaboration between team members as they make decisions together and cheer each other on during exercises.

- **Children's Edition:**

Simplify the rules, reduce the number of rounds, and use more fun, age-appropriate exercises, like jumping jacks or animal movements.

Additional Notes: The Skunk Dice Challenge is a fun, fast-paced game that combines math skills, strategic thinking, and physical exercise. By incorporating decision-making with fitness, participants can learn about risk and reward in a playful setting. Whether used for team building, fitness, or just for fun, this game is versatile and engaging for participants of all ages.



SCORING SHEET

EXERCISE LIST FOR EACH DICE NUMBER:

1: NO EXERCISES (ROLL AGAIN).

2: SQUATS

3: SIT-UPS

4: PUSH-UPS

5: LUNGES

6: BURPEES

S | K | U | N | K