

# Dice Towers

PLAY

To be the first player to build a six-level Dice Tower in correct number order, and then reflect on the experience using a gratitude question.



## Family Focus

### Practising Patience and Turn-Taking:

Family members learn to wait their turn, follow simple rules, and enjoy fair play in a fun and structured way.

### Boosting Number Recognition and Strategic Thinking:

Players build towers by identifying and stacking numbers in order, sharpening number skills and thinking ahead to outplay their opponent.

### Encouraging Gratitude and Positive Reflection:

Win or lose, everyone reflects with gratitude questions to build empathy, connection, and appreciation for each other.



## Success Milestones

### Playing Fairly and Taking Turns:

Players show fairness and respect by waiting their turn and sticking to the rules.

### Using Strategy to Build the Tower:

Players use number order and clever thinking to grow their towers—and maybe knock a block off their partner's!

### Sharing Gratitude and Kindness:

Players thoughtfully answer their gratitude questions and listen to their partner's responses.



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## Objective:

To be the first player to build a six-level Dice Tower in correct number order, and then reflect on the experience using a gratitude question.

## Players:

Best played in pairs, but can also work in groups of 2–4 players.

## Materials:

- 6 six-sided dice per player
- Gratitude questions (printable or projected, one set for winners, one for runners-up)

## Setup:

Form pairs or small groups. Give each player 6 dice. Have the gratitude questions ready, these can be printed out or displayed on a screen or whiteboard. Use one set of questions for winners (green) and one for runners-up (red).

## Gameplay:

### Building the Tower:

1. On each turn, players roll their available dice. To begin building their tower, they must roll a **1**, then a **2**, then a **3**, and so on in correct order.
2. Only the next needed number can be placed, stacked on top of the previous one.
3. Example: If a player rolls a 1 and 2, they place those two dice as the first two levels of their tower. They can't build level 3 until they roll a 3 on a future turn.

### Rolling for Progress:

4. On every turn, players only roll the dice they haven't yet placed in their tower. The goal is to build up to 6 levels.

### Knock-Off Mode:

5. Once a player reaches **level 5**, they unlock Knock-Off Mode!
6. If they roll the **top number of their opponent's tower**, they can knock that die off! Their opponent will need to re-roll that number again to rebuild.

### Winning the Round:

7. The first player to complete their 6-level Dice Tower wins the round!



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## Gratitude Reflection:

After the game, both players roll one die each:

- **Winner:** Answers the green gratitude question matching their number.
- **Runner-up:** Answers the red gratitude question matching their number.

## Example Prompts:

- Green Q5: "What are five things that made you smile today?"
- Red Q3: "What are three things you are proud of from today?"

## Reflection Questions (Optional for After Each Round):

- How did it feel to play this game with your partner?
- What did you learn from listening to their gratitude answers?
- What was your favourite number of rolling or building?

## Winning the Game:

Each individual game ends when a player completes their full 6-level Dice Tower. The aim is to play as many rounds as time allows, collecting smiles, stories, and moments of gratitude along the way.

## Variations for Different Settings:

**Team Towers:** Players work in teams of two to build a shared tower, one rolls, the other stacks.

**Reverse Towers:** Start with a 6 and build down to 1 for a fresh challenge.

**Speed Stack Showdown:** Add a 60-second time limit to build as high as possible before the buzzer!

## Additional Notes:

Dice Towers is a joyful blend of chance, strategy, and meaningful conversation. It's perfect for families looking to mix play with emotional connection and personal growth. Get ready to roll, build, reflect, and enjoy every tower tumble and triumph together!



## GRATITUDE DISCUSSION

1. What is something I can see at this moment that makes me happy?
2. What's the best thing I have done in the last week?
3. Today I am excited to see... Because....
4. I get excited when I....
5. If I had one wish today, I would wish for....
6. Today I am very proud of....

## PROUDEST MOMENTS

1. My proudest moment at school was?
2. My proudest moment during an individual or team-based sporting event was?
3. If you could only remember one achievement in your life, what would it be and why?
4. When your family talks about you, what do you think they are most proud of?
5. Nothing comes easy in life, what is something that took a lot of hard work and commitment for you to achieve?
6. If someone wrote a book about your life, what would the title be?