

# Lucky Roll Swap

GRATITUDE

To be the first player to get rid of all their dice while giving compliments, sharing things they love, and practising gratitude.



## Learning Intentions

**I can take turns, follow rules, and play fairly with my friends:**

This helps students develop patience, self-regulation, and an understanding of fairness in games.

**I can use kind words to make others feel happy and included:**

This encourages students to practice giving compliments, sharing gratitude, and using positive language with others.

**I can recognise how chance and luck play a role in games and in life:**

This helps students begin to understand probability in a fun and engaging way while also learning resilience in the face of uncertainty.



## Success Criteria

### Playing Fairly:

Students take turns, follow the rules, and show good sportsmanship by celebrating others' successes.

### Using Positive Words:

Students can give kind compliments, express gratitude, and share things they love during each round.

### Understanding Luck and Chance:

Students can talk about how the dice rolls change the game and reflect on how luck can play a role in different situations.



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## Objective:

To be the first player to get rid of all their dice while giving compliments, sharing things they love, and practising gratitude.

## Players:

Two or more players (best played in small groups).



## Materials:

- Six six-sided dice per player
- A flat surface to roll the dice

## Setup:

Each player starts with six dice. Players sit in a circle, ready to roll their dice and swap them as they play. Create a space for the 'dump' pile (this can be a spot in the middle of the circle or place a container in the middle of the circle).

## Gameplay:

1. **Roll Your Die:** All players roll one of their dice at the same time. Depending on what is rolled will depend on what action is taken.
2. **Even, Odd or Dump?**
  - If you roll an **even number** (2, 4, or 6), pass your die to any other player in the circle.
  - If you roll an **odd number** (3, or 5), keep your die, no sharing or swapping.
  - If you roll a **1**, place this die in the 'dump' pile to be removed from the game.
3. **Sharing and Swapping:**
  - Each roll has a theme! If you roll an even number and you pass your die to another player, you must say something related to that roll's theme (see below).
  - Example: In Round 1, you give a compliment when passing your die.
4. **Winning the Game:** The first player to have no dice left wins!



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## Roll Themes (What to Say When You Pass a Die):

- Roll 1: Give a **compliment** to the person receiving your die.
- Roll 2: Say something **you love** (e.g., "I love puppies!").
- Roll 3: Say someone you are **grateful for** and why.
- Roll 4: Name a **funny thing** that makes you laugh.
- Roll 5: Share your **favourite colour** and why you like it.
- Roll 6: Say something that makes you feel **happy**.
- Roll 7: Share a **kind action** someone has done for you.
- Roll 8: Say your **favourite food** and why you love it.
- Roll 9: Share something **you are proud of**.
- Roll 10: Say something you are **excited about** in the future.

## Reflection Prompts:

- How did it feel to give and receive kind words while playing?
- What was your favourite thing someone shared?
- Did luck play a role in the game? How did you handle not being able to control your dice rolls?

## Winning the Game:

The goal is to have fun, practice kindness, and celebrate positive words. The winner of each game is the player who gets rid of their dice first.

## Additional Notes:

Lucky Roll Swap is a playful and engaging way for young students to practice taking turns, using kind words, and reflecting on the role of chance in games. The themes in each roll encourage positive social interactions while making the game fun and educational.

