

Dice Towers

GIVING

To be the first player to successfully build a Dice Tower that is six dice high and to then answer one of twelve possible gratitude questions with your playing partner at the end of each game.



Learning Intentions

I can practise patience and take turns when playing with a partner:

This game encourages students to wait their turn, follow the rules, and show fairness while playing together.

I can use strategy and number recognition to build my dice tower:

By thinking carefully and identifying numbers in order, students develop their problem-solving and numeracy skills.

I can reflect on my experience and show gratitude, win or lose:

The end-of-game gratitude questions help students build emotional awareness and appreciation for themselves and others.



Success Criteria

Taking Turns and Respecting Rules:

Students show they can play fairly by waiting their turn and following the game's rules respectfully.

Strategic Dice Rolling and Building:

Students build their dice tower by using number order correctly and thinking about when to knock off their opponent's dice.

Positive Attitude and Gratitude Sharing:

Students answer their gratitude question thoughtfully and respond positively whether they win or lose the game.



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Objective:

To be the first player to successfully build a Dice Tower that is six dice high and to then answer one of twelve possible gratitude questions with your playing partner at the end of each game.

Players:

Best played in pairs (can be played in groups of 2–4 players).

Materials:

- 6 x six-sided dice per player
- Gratitude reflection questions (found in PDF resource or projected on the board)

Setup:

Create the playing groups. This game is best played in pairs but can be played in small groups of 3–4 players. Provide each player with 6 six-sided dice. Have the gratitude reflection questions (red for the runner-up, green for the winner) ready—either printed or projected on a screen.

Gameplay:

1. Introduce the Rules:

Each player starts with 6 x six-sided dice. Taking turns, each player rolls all six of their dice. To begin building their dice tower, they must first roll a '1', then a '2', and continue in numerical order up to '6'. Players can only build their tower in the correct order, placing each number on top of the previous one.

Example: If a player rolls a 1 and a 2, they can build the bottom two levels of their tower. If they don't roll a 3, they can't build past level two until they roll a 3 in a future turn.

Players continue taking turns, rolling their remaining dice that are not yet placed in their tower, aiming to complete all six levels.

2. Knock-Off Mode:

Once a player has built five levels of their tower, they enter **Knock-Off Mode**. On their turn, if they roll a number that matches the top level of their opponent's tower, they may knock that dice off. The opponent will need to roll that number again in order to continue building their tower.

3. Gratitude Element:

When a player successfully builds their full 6-level tower and wins the game, both players roll a single die:

- The **winner** answers the question matching their roll from the **green gratitude question card**.
- The **runner-up** answers the question from the **red gratitude question card**.

Once both players answer their reflection questions, a new game can begin!

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Reflection Prompt:

- How did it feel to play the game with your partner?
- What did you learn about your playing partner through listening to their answers?
- What was your favourite question to answer?

Winning the Game:

Each game ends when a player successfully builds all six levels of their dice tower in correct numerical order. Players then roll and answer their gratitude questions. The goal is to play as many games as possible in the time available.

Additional Notes:

Dice Towers is a fun, fast-paced game that blends luck, strategy, and emotional intelligence. Through gameplay and gratitude reflection, students strengthen their peer relationships, learn sportsmanship, and develop greater self-awareness.