

Dice Accumulator

Grade Three & Four



In pairs, students will work together to complete creative and reflective challenges based on dice rolls. The goal is to accumulate points by completing challenges, with each challenge having a different point value based on difficulty. The first team to accumulate 18 points wins the game.



Learning Intentions

Foster Communication and Teamwork:

Students will practice working together effectively by communicating non-verbally and verbally to complete various creative and reflective challenges.

Enhance Creativity and Reflection:

Students will engage in activities that encourage creativity, personal reflection, and sharing meaningful experiences with others.

Encourage Empathy and Active Listening:

Students will listen attentively to their partner's thoughts, feelings, and stories, demonstrating empathy and reinforcing positive social interactions.



Success Criteria

Active Participation and Teamwork:

Students will collaborate with their partner, ensuring both actively engage in each challenge.

Creativity and Reflection:

Students will complete each challenge with creativity, and will reflect meaningfully on the experiences they share with their partner.

Effective Communication:

Students will clearly express their ideas, thoughts, and stories, listening attentively and responding appropriately to their partner.



Dice Accumulator

Grade Three & Four



Objective:

In pairs, students will work together to complete creative and reflective challenges based on dice rolls. The goal is to accumulate points by completing challenges, with each challenge having a different point value based on difficulty. The first team to accumulate 18 points wins the game.

Materials Needed:

- Three six-sided dice per team
- A score sheet for tracking points
- Space for students to move around and complete challenges
- A timer or stopwatch

Setup:

1. **Teams:** Divide students into pairs (2 students per team).
2. **Challenges:** The challenges range from sharing personal moments to creating and reflecting. These are numbered from 1 to 18.
3. **Dice Rolls:** Teams will roll all three dice at the same time. The total number of the three dice added together corresponds to the challenge number they must complete.
4. **Challenge Completion:** The team must complete the corresponding challenge and earn the points attached to it.

Game Play:

5. Rolling the Dice:

- Each team rolls all three dice at the same time.
- The total of the dice will give the challenge number the team must complete (for example, if the dice add up to 9, the team will complete challenge #9).

6. Completing the Challenges:

- Each challenge is assigned a point value depending on difficulty (e.g., 1-3 points).
- Teams will earn the corresponding points by successfully completing the challenge.

7. Using Reduced Dice Rolls:

- **Option 1:** Teams can choose to roll only two dice **up to three times** to help them land on a lower-numbered challenge.
- **Option 2: Repeat Rolls:** Teams can choose to roll only one dice **up to three times** to help them land on a lower-numbered challenge.
- If a team rolls a total that corresponds to a challenge they've already completed, they must re-roll.



Dice Accumulator

Grade Three & Four



Challenges and Points System:

Challenge Number Challenge Description Points

1. Work with your partner to come up with a secret handshake that includes a jump and a spin. (3 points)
2. Create a new superhero together! What powers do they have? What is their superhero name? (2 points)
3. Describe a moment when you felt really proud of yourself this year. Share it with your partner and listen to their proud moment. (1 point)
4. As a pair, do a funny dance for 30 seconds. Make sure you both try your best to copy each other's moves. (3 points)
5. Each of you tell your partner one thing you've learned this week. Can you both remember and share a new fact? (1 point)
6. Think of a place you've always wanted to visit. Draw a picture of it together and explain why it's special to you. (3 points)
7. Share your favourite memory from a holiday or vacation with your partner. What made it so fun or exciting? (1 point)
8. Work with your partner to create a poem about friendship. You can take turns adding one word at a time to make the poem come to life. (3 points)
9. Both of you find an object in the room that represents a memory or feeling. Share why it's meaningful to you. (2 points)
10. Tell your partner about a book, movie, or TV show you really like. What do you love about it? (1 point)
11. Together, make up a funny story that begins with the phrase, "One day, we discovered a hidden door in the playground..." (2 points)
12. Challenge each other to a 'compliment battle.' Take turns giving each other a compliment every 10 seconds. Try to come up with as many as you can! (2 points)
13. Create a 'thank you' song for someone you're grateful for in your class. Sing it together and perform it in front of the person you created it for. (3 points)
14. Tell your partner something that always makes you laugh. How does it make you feel better? (1 point)
15. Together, create a list of things that make you feel happy or calm. Can you think of five things each? (2 points)
16. What is one act of kindness you have done for someone else lately? Share it with your partner. (1 point).
17. Share with each other a new skill that you've been working on lately. What progress have you made so far? (1 point)
18. Pretend you're explorers and make up a new animal species. Describe it to each other, including its name and unique traits. (2 points)



Dice Accumulator

Grade Three & Four



Winning the Game:

- The first team to accumulate **18 points** wins the game.
- Teams will track their points as they go, ensuring they complete different challenges to earn points and stay engaged.

Debrief:

Reflection on Teamwork: After the game, reflect on how teamwork and strategic thinking played a role in completing the challenges. Discuss the importance of clear communication, active listening, and problem-solving in a team setting.

- Ask questions like:
 - *How did reflecting on certain aspects of the game make you feel?*
 - *How did your strategy evolve as you accumulated points?*
 - *What role did teamwork play in your success?*

End of Lesson Reflection:

- Ask students to share one key takeaway from the lesson, focusing on teamwork, strategy, and staying connected with their partner.
- Encourage them to discuss how they can incorporate these practices into their daily interactions and activities, both in and out of class.



Challenge Sheet

Divide students into pairs, have each team roll three dice to determine their challenge (1–18), complete the challenge, and earn the points assigned to it.

1. Work with your partner to come up with a secret handshake that includes a jump and a spin. (3 points)
2. Create a new superhero together! What powers do they have? What is their superhero name? (2 points)
3. Describe a moment when you felt really proud of yourself this year. Share it with your partner and listen to their proud moment. (1 point)
4. As a pair, do a funny dance for 30 seconds. Make sure you both try your best to copy each other's moves. (3 points)
5. Each of you tells your partner one thing you've learned this week. Can you both remember and share a new fact? (1 point)
6. Think of a place you've always wanted to visit. Draw a picture of it together and explain why it's special to you. (3 points)
7. Share your favourite memory from a holiday or vacation with your partner. What made it so fun or exciting? (1 point)
8. Work with your partner to create a poem about friendship. You can take turns adding one word at a time to make the poem come to life. (3 points)
9. Both of you find an object in the room that represents a memory or feeling. Share why it's meaningful to you. (2 points)
10. Tell your partner about a book, movie, or TV show you really like. What do you love about it? (1 point)
11. Together, make up a funny story that begins with the phrase, "One day, we discovered a hidden door in the playground..." (2 points)
12. Challenge each other to a 'compliment battle.' Take turns giving each other a compliment every 10 seconds. Try to come up with as many as you can! (2 points)
13. Create a 'thank you' song for someone you're grateful for in your class. Sing it together and perform it in front of the person you created it for. (3 points)
14. Tell your partner something that always makes you laugh. How does it make you feel better? (1 point)
15. Together, create a list of things that make you feel happy or calm. Can you think of five things each? (2 points)
16. What is one act of kindness you have done for someone else lately? Share it with your partner. (1 point).
17. Share with each other a new skill that you've been working on lately. What progress have you made so far? (1 point)
18. Pretend you're explorers and make up a new animal species. Describe it to each other, including its name and unique traits. (2 points)