

# Dice Eliminator Partner Challenge

# GIVING



To complete challenges based on dice rolls and eliminate numbers from the game sheet, working cooperatively with a partner and having fun while staying active.



## Learning Intentions

### I can work together with a partner to complete challenges:

This teaches students the importance of teamwork and communication, helping them cooperate and support each other during the game.

### I can think of the best way to solve a problem with my partner:

Students will engage in simple problem-solving as they plan how to complete the challenges and eliminate numbers from their game sheet.

### I can stay active and have fun while completing challenges:

Students will participate in physical activities, staying engaged and moving while completing the challenges on their game sheet.



## Success Criteria

### Teamwork and Communication:

Students work well with their partner, using clear communication and support to complete the challenges together.

### Completing Challenges:

Students engage in the game by completing the challenges based on their dice rolls, making progress in eliminating numbers from their game sheet.

### Strategic Thinking and Participation:

Students make simple decisions about which challenges to complete and actively participate in each round, helping their team make progress toward finishing all tasks.



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## Objective:

To complete challenges based on dice rolls and eliminate numbers from the game sheet, working cooperatively with a partner and having fun while staying active.

## Players:

Played in pairs, suitable for small to large groups of students.



## Materials:

- Two dice for each pair
- A **Dice Eliminator game sheet** for each pair (with numbers 2-12 and corresponding challenges) (found in resource PDF).

## Setup:

1. Pair up students and give each pair two dice and a game sheet.
2. Explain that the goal is to eliminate all the numbers from 2 to 12 by completing the challenges assigned to each number.
3. Review the types of challenges on the game sheet (for example: "Do 5 jumping jacks" for the number 5, "Clap your hands 10 times" for number 10, etc.).

## Gameplay:

### Rolling the Dice:

Each team rolls both dice. The total of the dice determines which challenge they need to complete based on the game sheet. For example, if the dice roll a 4 and a 3, the total is 7, and the team needs to complete the challenge for the number 7 on their game sheet.

### Completing Challenges:

After each roll, students complete the corresponding challenge. If they roll a 7, they might need to do a fun task like hopping on one foot 7 times or another physical task, depending on the game sheet.

### Eliminating Numbers:

After completing a challenge, the students can cross off the number they just completed on their game sheet.



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## Repeat Rolls:

If a team rolls a number they have already completed, they must perform a **star jump** before rolling again. This ensures they keep active and engaged while they continue to work through the numbers.

## Working Together:

Encourage students to communicate with their partner as they complete each task and cheer each other on. They should be having fun and staying positive throughout the game.

## Winning the Game:

The first team to cross off all numbers from 2 to 12 on their game sheet wins the game. Celebrate with high fives or a cheer to recognise everyone's efforts!

## ···· Variations for Different Settings:

### Educational Edition:

Adapt the challenges to include simple educational tasks like identifying shapes, naming colours, or solving basic math problems. For example, "Name 3 animals" for the number 3.

### Fitness Edition:

Include a variety of physical exercises for each number. For example, "Do 5 push-ups" for number 5, "Jump 8 times" for number 8, or "Run around the room 10 times" for number 10.

### Team Building Edition:

Focus on challenges that promote collaboration and problem-solving, such as "Hold hands and skip around the room" or "Work together to balance on one foot for 10 seconds."

### Additional Notes:

Dice Eliminator Partner Challenge is a fun, active, and cooperative game that encourages teamwork, communication, and physical fitness. It is a versatile game that can be easily modified for different age groups and settings, making it perfect for classrooms, family activities, or team-building exercises. The game fosters an environment of cooperation, learning, and fun, where students not only work together to complete tasks but also stay physically active and engaged throughout.



# CHALLENGES

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## DOUBLE HIGH-FIVE JUMPS

- PARTNERS FACE EACH OTHER, JUMP UP, AND GIVE EACH OTHER TWO HIGH-FIVES IN THE AIR.
- CHALLENGE: DO THIS 10 TIMES WITHOUT MISSING A HIGH-FIVE!

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## CRAB WALK RELAY

- PARTNERS CRAB WALK SIDE-BY-SIDE ACROSS A SHORT DISTANCE (E.G., 5 METERS) AND BACK.
- CHALLENGE: COMPLETE THE WALK WITHOUT LETTING YOUR BOTTOMS TOUCH THE GROUND!

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## FOUR-POINT BALANCE CHALLENGE

- ONE PARTNER BALANCES ON ONE LEG AND TOUCHES THEIR OPPOSITE KNEE WITH THEIR HAND. THE OTHER BALANCES ON ONE KNEE AND ELBOW.
- CHALLENGE: HOLD THESE POSITIONS FOR 10 SECONDS WITHOUT FALLING OVER!

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## STAR JUMP COUNTDOWN

- BOTH PARTNERS PERFORM 5 STAR JUMPS TOGETHER.
- CHALLENGE: SHOUT OUT THE COUNTDOWN LOUDLY WITH EACH JUMP—"5, 4, 3, 2, 1!"



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## SIT-UP HIGH-FIVE

- PARTNERS FACE EACH OTHER IN SIT-UP POSITIONS. AS THEY SIT UP, THEY GIVE EACH OTHER A HIGH-FIVE.
- CHALLENGE: COMPLETE 6 SIT-UPS WITH HIGH-FIVES AT THE TOP!

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## SKIPPING SHADOWS

- ONE PARTNER PRETENDS TO "SKIP ROPE" WHILE THE OTHER MIMICS THEIR MOVEMENT IN SYNC.
- CHALLENGE: SKIP TOGETHER FOR 10 FULL SECONDS WITHOUT BREAKING RHYTHM!

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## SIDE SHUFFLE TAG

- PARTNERS SIDE-SHUFFLE FACING EACH OTHER FOR A SHORT DISTANCE, THEN TOUCH HANDS, AND SHUFFLE BACK.
- CHALLENGE: DO THIS 10 TIMES WITHOUT LOSING PACE!

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## ANIMAL CRAWL CHALLENGE

- ONE PARTNER DOES A BEAR CRAWL WHILE THE OTHER DOES A FROG JUMP BESIDE THEM. SWITCH ROLES HALFWAY.
- CHALLENGE: TRAVEL A SHORT DISTANCE TOGETHER WITHOUT STOPPING!

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## MIRROR MOVEMENTS

- ONE PARTNER CREATES SILLY ARM AND LEG MOVEMENTS WHILE THE OTHER MIRRORS THEM.
- CHALLENGE: MIRROR EACH OTHER FOR 10 SECONDS WITHOUT BREAKING CHARACTER!

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## BACK-TO-BACK SQUATS

- PARTNERS STAND BACK-TO-BACK, LINK ARMS, AND LOWER INTO A SQUAT.
- CHALLENGE: HOLD THE SQUAT TOGETHER FOR 10 SECONDS WITHOUT FALLING OVER!

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## BALLOON POP JUMP

- PRETEND THERE'S AN INVISIBLE BALLOON UNDERFOOT, AND PARTNERS TAKE TURNS JUMPING ON IT TO "POP" IT.
- CHALLENGE: POP 10 INVISIBLE BALLOONS AS A TEAM, CHEERING EACH OTHER ON WITH EVERY JUMP!



# DICE ELIMINATOR 2 3 4 5 6 7 8 9 10 11 12

2. Tell each other your funniest joke and try to make each other laugh.
3. As a pair, create a partner 6-step handshake or greeting while standing up.
4. Share your favourite movie or TV show and explain why you love it to your partner.
5. Sing your favourite song for 10 seconds while balancing on one foot. Try to keep your balance while singing!
6. What's something you learned about yourself in the past few months that surprised you?
7. Think of someone who has helped you become a better person recently. What did they teach you?
8. What is one thing you're really proud of doing recently? Share it with your partner.
9. What is one small thing you stopped doing that made you feel better or happier?
10. Can you think of a small moment, like a smile or a kind word, that made you feel special?
11. You both must go to a different person in the room, high-five them, and compliment them.
12. Double 6's is hard to roll. Well done, you both need to stand up and cheer loudly to celebrate.