



Passage

Description

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Teach students about surprises with this hard-to-control dice game.

Supplies

- Dice

How to Play

1. Have students sit in a circle.
2. Roll one die and explain that the number you rolled is the goal number for that round.
3. Explain that anytime they roll that goal number on either of their dice, they earn a point. If they roll double of that number, they earn two points.
4. Pick one student to go first and give them the two dice.
5. Tell them that they will take turns rolling the dice and keeping track of their score.
6. Explain that the first student to reach 11 points is the winner for that round.
7. Multiple rounds can be played picking a new goal number each round.

Activity Prompts for Reflection

- What was difficult to control about this activity?
- How did you feel when you didn't get any points after rolling the dice?
- What made this activity difficult for you?
- Were there any times that you had a hard time being patient during this activity?

Other Ways to Play

- Have students compete to reach 7 points. As they score points have them hold their points up on their fingers to help them keep track of their score.
- For older students, pick a larger number like 24. If the students roll a number that equals a factor of 24 then they earn a point. For example, if they rolled 4 and 6, they would earn 2 points because both of those are factors of 24.

Additional Notes

- If you have more than 8 students, make multiple groups so that students get more chances to roll the dice.
- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities
2. Self-Management

Sel-competency

1. Self-Management

Allotted-time

1. 15-20 minutes

Themes

1. General