



Run For It

Description

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Help your students critically think through choices while competing in a fun dice game.

Supplies

- 6 dice per group
- 1 cup per group

How to Play

1. Have students sit in a circle. If your group is large divide it in half and give each team their own set of 6 dice and a cup.
2. Explain that each student will get a turn to shake the cup and roll the 6 dice in the middle of the circle. After the dice land, each student must look at their roll and try to make a 'run'.
3. Describe that a 'run' is a numerical sequence of numbers, such as 1-2-3-4-5-6. For each number used in a run, the student scores 5 points.
4. Tell them each die may only be used once when creating a 'run' and 'runs' must begin with the number 1.
5. For example a roll of 1-2-2-5-5-6 scores 10 points for the run 1-2.
6. The goal of this game is to be the first to reach 100 points.

Activity Prompts for Reflection

- Did anyone make the choice to help another student find a run during this activity? How do you think that made the other student feel?
- Can someone share any positive choices they made during today's activity?

- Was there anything that you would change if we did this activity again?
- What might have happened if you weren't focused during this activity?

Other Ways to Play

- To make the activity easier, allow 'runs' to start on any number instead of having them only start on 1.
- After each round, add in a math problem that students must do with their score. For example: multiply your score by 3, add 5 to your score, or divide your score by 2.

Additional Notes

- Use the [SEL Activity Prompts](#) to tie other SEL competencies to this activity.

Category

1. Activities

Sel-competency

1. Responsible Decision-Making

Allotted-time

1. 15-20 minutes

Themes

1. General