



High Roller

Description

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Students practice self-control as they compete in a card game.

Supplies

- Deck of cards
- Two dice

How to Play

1. Have the group sit in a circle.
2. Pass out three cards to each student.
3. Tell the group that the goal is to have the most cards at the end of the game.
4. Tell them that each round two students will be competing against each other. They will compete by putting one of their cards directly in front of themselves and in between each other. You will give each of the competing students one die.
5. Inform them that you will count to three and the rest of the group is in charge of yelling "Go". On "go" the competing students must simultaneously roll their die.
6. The student that rolls the highest number between 1 and 6 must quickly try and grab their opponent's card from the center of the circle by slapping their hand on top of their opponent's card.
7. If the opponent sticks out their hands and yells, "card's safe" before the high rolling student is able to take their card then that student can keep their card.
8. If at any time the high rolling student beats their opponent to the card before they are able to say "card's safe," then they get to keep that student's card.
9. If both competing students roll the same number then they must roll again.
10. This continues with two new students competing against each other for each round until time is

up.

11. In the end, have students count how many cards they have and the student with the most cards at the end of this game is the high roller!

Activity Prompts for Reflection

- Did anything surprise anyone during this game?
- How were you able to control yourself while waiting for your turn?
- Did anyone feel a positive emotion during this game? If so, what?
- Did anyone feel a negative emotion during this game? If so, what?

Other Ways to Play

- Have 4-6 dice so that 2-3 pairs of students can compete at a time. This will decrease the wait time for students and make it easier for them to be in control.
- Make this into a challenging math game. After they roll the dice, the first student who is able to add the two numbers together gets to keep the two cards. Or even more challenging you can have students multiply the two dice together.

Additional Notes

- 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. 30 minutes

Themes

1. General