

DICE, DICE BABY



Gabe Ervin

NC Elementary PE Teacher of the Year 2016

National Board Certified Teacher 2013

*Startown Elementary School
4119 Startown Road
Newton, NC 28658
(828) 464-1257
(828) 234-7378 Cell*

*gabe_ervin@catawbaschools.net
Twitter: @ErvinGabe*



Joe Weaver

NC Elementary PE Teacher of the Year 2015

National Board Certified Teacher 2017

*Balls Creek Elementary School
2620 Balls Creek Road
Newton, NC 28658
(828) 464-4766
(828) 302-6065 Cell*

*joe_weaver@catawbaschools.net
Twitter: @BCPERocks*



Dice Corn Hole

Equipment: Hula Hoops and 12 sided dice

Divide students into partners. Each group of partners will be given a 12 sided dice. Two hula hoops will be placed approximately 15 feet apart. Two groups of partners will play each other. Partners will then sit at opposite hula hoops of one another. To start the activity, the partner with the die will stand in the hoop they are stationed at and roll it attempting to get it to stop in the hoop opposite of the one they are standing. Then the opposing player will roll and attempt the same. The player whose die is closest to the hoop wins the amount of points rolled for their team. If a die stops in the hoop, the team will get the amount of points rolled plus what was rolled by the other team. Then the other teammates will roll from the other side of the playing area. Scores will be tallied from each round. This will be repeated. The group with the highest score after the allotted time wins!

Johnny on the Spot

Equipment: 5" mini play balls, numbered poly spots, and poly spots

Students will be paired for this activity. Each pair will be given a ball and poly spot as their "home". The pair can choose where they will place their home spot. Players must place their "home spot" outside the boundaries markings of the basketball court. Inside the playing area, numbered poly spots will be randomly placed face down. On the "go" signal, partners will move quickly to collect as many spots as possible. To collect the spots, one partner will stay at home with the ball while the other partner (Johnny) chooses a numbered spot to stand on. The partner at home will throw the ball to Johnny. Johnny will then return the throw to his partner. Both players must keep at least one foot on their spot while throwing and catching. If both players catch the ball without their foot coming off the spot, the number spot is returned home. The players will then switch positions and repeat. If a ball is dropped or a partner's foot comes off the spot, the partners are not allowed to bring the spot back and must change positions and try again. After all numbered spots have been collected, pairs will add the numbers on the spots. The group with the highest total will be declared the winner.

Dice Knock Out

Equipment: dice, cones, shoulder folders, exercise signs, hula hoops

Five cones will be evenly placed on the sideline of the playing area. Each cone will display an exercise. Students will work in partners and each student will be given a die. The partners will start by facing each other at the cone in the middle of the playing area. Both players will roll their die. The student that has the highest number on their die wins the round. The player that won the round will then move the group of partners forward to the next cone. The player that lost will perform the exercise displayed on that cone the number of times the winning player rolled on their die. This process is repeated until a player has been knocked out. For a player to be knocked out, they will be pushed back until they have run out of exercise cones. Once a player has been knocked out they will stand in the losing hula hoop and the player that wins will stand in the winning hula hoop. Those players will wait until another winner/loser comes to the hoop. Once two players meet at the hoop, they will then go and play. The player with the most knockouts wins the world championship belt.

Crack the Code

Equipment: low profile cones, code sheet, dice, exercise cards, cones, cone sleeves

Set the gym up as a huge grid. Place six number cones along the baseline as the X axis and six numbered cones along the sideline for the Y axis. For each coordinate place a low profile cone with an exercise card under it. Students will work with a partner and each group will be given two dice and code sheet. Partners will take turns rolling their die. The first die rolled will be the X axis number and the second number rolled will be the Y axis number. The two students will then find the coordinate for what they rolled and go to that low profile cone. Under the cone will be a card with an exercise on it. The partners will perform the exercise displayed on the card and then flip it over to reveal a code (ex. 12=A). Students will continue to find the different letters until they can crack the code. The first team to crack the code wins.

Fun "Times" Bowling

Equipment: 12 sided die for each pair of partners, 10 Inflatable pins, 10 numbered spots, scoresheet and pencils

For this activity, students will need a partner. Each set of partners will be given a 12 sided die, scoresheet and a pencil. Each pair of partners will spread out around the perimeter of the playing area. Inside the playing area will be 10 randomly placed inflatable pins. A numbered spot will be concealed under each bowling pin. The partners will take turns bowling the die trying to knock over the pins. The bowler must remain outside the designated playing area when bowling the die however; they are permitted to move around the outside of the perimeter of the playing area during their turn. If a pin is knocked down, the bowler will look at the number under the pin and multiply it by the number that was rolled on the die. The student will then reset the pin, return to their scoresheet and record their score. While that partner is recording the score, the other partner will take their turn to bowl. If no pins are knocked down, no score will be recorded. Each frame will be tallied for an overall score. Partners can play against one another or both players scores can be added to compete against other partners in the class. All pins must be knocked down before a pin can be knocked down twice.

Litter Box

Equipment: Fake Dog Poop, Dice, Hula Hoops, Cones and Cone Sleeves

Place 6 cones around the perimeter of the playing area. Put a numbered cone sleeve on each cone. At each cone place a hula hoop with 5 fake dog poops in it and dice. Divide the class into 6 groups and have each group sit behind one of the cones. When the game begins, the first person will roll the dice. That student will then take one of the fake dog poops out of their hula hoop and run it to the number group's hula hoop that was rolled on the dice. Before taking the fake poop to another group, the roller will give the dice to the next person in line. This will ensure there is no "down time". If a student rolls their own group's number, that student can choose which group they would like to take their fake dog poop to. The group that cleans their litter box first is the winner. To be declared the winner, all group members must be seated and their litter box has to be cleaned.

A Shot in the Dark

Equipment: Backboardless Basketball Goal, 12 Sided Dice, Numbered Spots, Cones, Scoresheet, and Pencils.

Setup: Place the goal in the center of the playing area with the numbered spots face down around the goal. Put the 6 cones around the perimeter of the playing area. Divide the students into 6 teams and have the teams sit behind the cones. When the game begins, the first person from each team will run to the playing area and stand on a spot. They will then shoot their 12 sided dice into the goal. If the student makes the shot, they can turn the spot that they are standing on over to see the number. Then, that number is added to the number that the dice stops on. The sum is then recorded on the team's scoresheet while the next teammate takes a turn. If the shot is missed, the student is not allowed to reveal the number on the spot and returns the dice to the next person in their line. The group with the highest score at the end of the game is declared the winner.

Lawn Dice

Equipment: Dice, cones, number cone sleeves, hula hoops

How to play: Divide the class into six groups. Each group will sit behind a designated colored cone and will be given six of the same color dice. The groups will sit at the baseline of the playing area. Down the middle of the playing area will be six hula hoops marked by a numbered cone. The cones will be placed in sequential order from 1-6. The number 1 cone will be closest to the groups and the 6 cone will be the furthest. The first person in the group's line will roll a die. Whatever number the die lands on, the student will take that die to that number's hula hoop and leave it. This process will be repeated until all the team's dice have been placed in the appropriate numbered hula hoop. The first group to place all their team's dice in the appropriate hula hoops win. However, if a student rolls a number that already occupied by a dice of that team, that member must bring back that die instead of placing one.

Tower of Power

Equipment: 5" dice, gator balls, cones, poly squares, scorecard

Two sets of five colored cones will be set up in a circle formation. Cones of the same color should be placed adjacent to one another. Divide the class into five color groups. The five groups will then be split in half and each half will sit behind one their designated color cones. The two groups at the same color cones will work as one team. In the middle of the circle, five colored dice will be stacked on top of one another making a tower. Each color group will be given one colored gator ball. In front of each group's cone there will be a poly spot. To start the game, the player will stand on the team's poly square and roll the ball in attempt to knock down the tower. If the player rolls the ball and it misses the tower, the teammate at the adjacent cone will retrieve the ball and roll it. The process is repeated by all the teams until the tower has been knocked down. When the tower is knocked down, each team will get the number of points that their team's dice lands on. The team that knocks down the tower first gets to double their dice points. Team's points will be recorded on the team's scorecard. After scores have been recorded, the teams will rebuild the tower. The tower will be built in order with the dice from the highest number rolled on bottom to the lowest number rolled on top. Then a new round is started. The team with the most points will be declared the winner.

High Roller

Equipment: Buckets, dice, poker chips

Students will work with a partner. Each group of partners will be given a bucket with two dice, 5 white poker chips (worth 1 pt. each), 5 red poker chips (worth 5pts each) and 5 blue poker chips (worth 10 pts each). Partners will play against three other groups of partners. The game will start with one partner shuffling the dice in the bucket, then quickly flipping the bucket upside down keeping the dice inside of it. The group of partners will then peak under their bucket to see what two numbers they rolled. The numbers will then be multiplied together to find the product. The groups will then one at a time place chips in the middle of the playing area based on how confident they are that their number is the highest in the group. When placing chips, the group must match or raise the amount that was played by the previous group. The groups will go around making wagers two times. After making the two wagers, each group will reveal their product. The group with the highest number will win all the chips that were played. The losing groups will perform exercises based on what coins were played. For each white chip played the losing players must perform a burpee, for each red chip played, the group must perform a spider dance and for each blue chip played the group must perform a monkey dance. After the group has performed the allotted amount of exercises, another round starts. The partners with the most points at the end are declared the winners.

Jackpot

Equipment: Garden Tubs, 12 sided dice, hoops, and shirts.

How to Play:

Divide the class into 2 even teams using two different colored shirts for each team member. Each team will start on opposite end lines of the playing area. Each team will be given several 12 sided dice. When the game begins, each team will take their dice and try to maneuver toward their end zone (the opposite end line of where they started). The only way the teams can move the die down court is by throwing and catching it to any player on their team. A player with a die is not permitted to move with the exception of a pivot. Each end zone will have a garden tub (jack pot) placed in it. Once a team has relayed a die to the end zone, the die will be tossed into the jack pot. Whatever number is rolled will be squared. The teammates that threw and caught the die for the score, will then report their score to the scorekeeper. Prior to reporting the score, the players will place the die in the hoop located next to the jack pot. The team with the most points will be declared the winner.

Other rules:

The opposing team can play defense but only a player attempting to catch a die can be guarded. Any player in possession of a die must not be guarded.

If a die is dropped or blocked, it becomes a fumble. Any player on either team may pick up the die other than the player that was throwing and the player that was attempting to catch it. Once the die is picked up by a player, they must not move until a throw is made to a teammate.

Points will not be given if both the thrower and catcher do not report their score or if they do not place their die in the appropriate area.

Variations:

Bonus points may be awarded. If a boy/boy or girl/girl score together, give 2 extra points. If a boy/girl score together, give 5 extra points. This variation promotes a cooperative activity and includes all team players in the activity.

Dice Dump

Equipment: 3" dice, gator balls, cones, poly squares, scorecard, dice dump pole

Two sets of five colored cones will be set up in a circle formation. Cones of the same color should be placed adjacent to one another. Divide the class into five color groups. The five groups will then be split in half and each half will sit behind one their designated color cones. The two groups at the same color cones will work as one team. In the middle of the circle, five colored dice will be placed in the basket of the dice dump pole. Each color group will be given one colored gator ball. In front of each group's cone there will be a poly spot. To start the game, the player will stand on the team's poly square and throw the ball in attempt to knock down the dice basket. If the player throws the ball and it misses the dice dump, the teammate at the adjacent cone will retrieve the ball and throw it. The process is repeated by all the teams until the dice dump has been knocked down. When the dice dump is knocked down, each team will get the number of points that their team's dice lands on. The team that knocks down the dice dump first gets to double their dice points. Team's points will be recorded on the team's scorecard. After scores have been recorded, the teams will place their dice back in the dice dump. Then a new round is started. The team with the most points will be declared the winner.

Bone Gauntlet

Equipment; Poly skelton, gator balls, bone cards, stopwatch

Students will be divided into three groups. Two groups will be placed on the side line of the playing area and the third team will be placed on the baseline. On the opposite baseline, the poly skeleton and bone cards will be placed. The players on the sidelines will be given the gator balls. The team on the baseline will be given 3-5 minutes to "run the gauntlet". To run the gauntlet, the team will run to the opposite baseline while the sideline teams will roll balls attempting to hit the runners in the foot. If a runner makes it safely to the baseline, they will draw one bone card and place it on the matching poly bone of the skeleton. Each card correctly placed is worth one point. Each bone incorrectly placed will be a two point deduction. If a player is hit while running, they will run to the opposite baseline bypassing the bone cards and skeleton. Players that make it safely or unsafely will then run behind the sideline players back to the start line and attempt to run the gauntlet again. This will be repeated for the allotted time. After the allotted time expires, the running team will switch with one of the sideline teams. They will then have a chance to run the gauntlet. Once all three teams have had a chance to run the gauntlet, the team with the most points will be declared the winner.

Charades (Verb Style)

Equipment: verb cards, scoreboard, spots

Divide the class into two teams. Teams will be separated, one group on each side of the playing area. Each team member will be assigned a dot to stand on. One member from each team will come to the front of the playing area. These members will turn and look at their teammates. A verb card will be held behind these members so they are unable to view it, but the rest of the teammates will be able to. On the teacher command, the students on the dots will begin "acting out" the verb shown on the card. The students acting out the card must stay on their dot and must not make noises, sounds or use words. The players that were not shown the card will guess what the verb is that the students are mimicking. The player that guesses correctly first will receive a point for their team and a new round is started. To start a new round, players rotate in a volleyball style. Every player should get a turn to guess. The team with the highest score wins.

Dice Catch

Equipment: 5" dice, 28" cones, gator balls, pipes, cones

Divide the students into two teams. Each team will be assigned to a half of the playing area. A line of cones will separate the two playing areas. Students must stay in their designated areas. On the end line of each playing area, three cones with a pipe inserted into the top will be placed. A dice will be placed on the top of the inserted pipe. A line of cones will be placed 5 feet in front of the cones with the dice (catching area). Players will throw balls in attempt to knock dice off the pipe on the opposite endline of their assigned playing area. A player will be chosen to play each cone. The catcher will be chosen from the team attempting to hit the dice. If a dice is knocked off a cone, the player at that cone will attempt to catch the dice before it hits the ground. If caught, the student gets to roll the dice. The number rolled is the amount of points the team receives. Then the dice is replaced on the cone and play continues. Only catchers are allowed in the catching area, no defensive players. Catchers should be changed frequently. Throwers can also attempt to block balls thrown at the other team's dice.

Bucket List

Equipment needed: Buckets, Dice, Task Tents, Signs

Set Up: Buckets with a dice placed in the will be placed down the middle of the playing area. One sideline of the playing area will be labeled as the ODD line and the other sideline will be labeled as the EVEN sideline.

Directions: Students will partner with another student. The partners will stand on the sides of the buckets. One student will toss the dice into the bucket. If the dice lands on an even number the student will race to the even sideline, if the number is odd, the students will race to the even side line. The winner will receive the number of points that was rolled on the dice. After each race, the winner will move to the next bucket and challenge a new student. The student that loses the race will stay at the bucket and await another student to challenge. The students with the most points at the end of the predetermined time is declared the winner.

A Shot in the Dark

Equipment: Backboardless Basketball Goal, 12 Sided Dice, Numbered Spots, Cones, Scoresheet, and Pencils.

Setup: Place the goal in the center of the playing area with the numbered spots face down around the goal. Put the 6 cones around the perimeter of the playing area. Divide the students into 6 teams and have the teams sit behind the cones. When the game begins, the first person from each team will run to the playing area and stand on a spot. They will then shoot their 12 sided dice into the goal. If the students makes the shot, they can turn the spot that they are standing on over to see the number. Then, that number is added to the number that the dice stops on. The sum is then recorded on the team's scoresheet while the next teammate takes a turn. If the shot is missed, the student is not allowed to reveal the number on the spot and returns the dice to the next person in their line. The group with the highest score at the end of the game is declared the winner.