

# Roll The Dice

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GRADES 2-6

**SKILLS/OBJECTIVES:** Reinforcement of math concepts, scooter skills, cardiovascular fitness

**NUMBER OF PLAYERS:** Unlimited; arrange students into pairs

**EQUIPMENT:** One scooter for each player; one pair of dice for each pair of students

**HOW TO PLAY:** *Roll the Dice* as described below is a one-on-one activity; however, it can be played with larger groups by using the jumbo-sized foam dice available in many physical education catalogs. This is a great game for mixing movement with the reinforcement of math concepts.

This game is best played using the two sidelines of a basketball court as the safety lines. Position two players on scooters about 3-4 feet apart in the middle between the two sidelines. Designate one player as the “Odd” player, and the other as “Even.” One player starts with the dice in hand.

Before rolling the dice, the class instructor announces the mathematical function the players are to perform. For example, “Add the two numbers together that appear on the dice when they come to a stop.” After one of the players rolls the dice, they add the two numbers. If it’s an even number, the “Even” player chases the “Odd” player back to his or her safety line. If the answer is an odd number, the “Odd” player chases the “Even” player. One point is awarded to the chaser who successfully tags the other player before reaching the safety line. After each turn, the players return to the middle and play again.

Other mathematical challenges can be subtracting the smaller-numbered dice from the higher-numbered dice, and multiplying the two numbers displayed.

