

RAFT IDEAS

Topics: Games,
Randomness, Chance

Materials List

- ✓ Dice templates or blank cubes
- ✓ Tape or hot glue
- ✓ Materials for creating dice (color pencils, pens, markers, crayons, stickers)
- ✓ Other materials for creating a game such as poster board, index cards, and markers

This activity can be used with any grade level and for any topic.

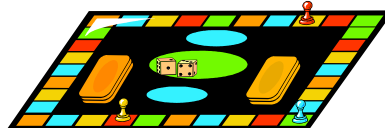
21st Century Skills:

- Critical Thinking and Reasoning
- Invention



Game Challenge

Any Topic Can Be Turned into a Game!



Kids have great imaginations... and they love games! Extend student learning with this fun activity that can be applied to multiple grade levels and any topic.

Assembly

1. Students can add words, pictures, and/or stickers to dice templates while they are flat. (For color pencil or water-based marker, use the non-glossy side of the template.)
2. Fold the dice template and secure them into 3-dimensional position.
3. Make any other pieces required for the game (game board, cards, markers, etc.)

To Do and Notice

- Provide students materials to create a game. Students can work in pairs or groups to make the game dice and board, and to write out the game rules. (Note: To provide a springboard for students to create their games, you may wish to play a sample game with them or share sample game ideas.)
- Student groups can take turns teaching their game to other groups or they can play in their own group.
- Encourage students to make the games short and simple, so that they will be easier to play and easier to learn for other students.

The Content Behind the Activity

People have been playing games for thousands of years, using dice at least since civilizations began, and probably before. Dice very much like the ones we use today have been found in Egyptian tombs and in historical Roman dig sites. For whatever reason, most people enjoy playing games of some sort. Games that have some component of random chance seem to have particular appeal. Games can easily be made that reinforce concepts taught in class. Images can be matched to words, cubes can be combined to make words, dice can be made with different number systems... the possibilities are literally endless.

Taking it Further

- Younger students may need teachers to supply the entire game, and then extend their learning by playing the game.
- Older students can make a game for younger students, and then teach them how to play in a grade-level exchange. This practice can give confidence to all students, especially those students not working at grade level.

Web Resources (Visit www.raft.net/more for how-to videos and more ideas!)

Information on game theory & board game design visit: <http://www.gametheory.net/http://edweb.sdsu.edu/courses/edtec670/boardgame/BoardGameDesign1.html>

A brief history of dice can be found at the Bone roller's guild site:

<http://members.aol.com/dicetalk/history1.htm>