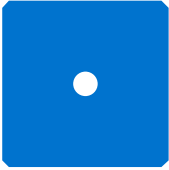







Get Up and Move!

Roll a single die and perform the action!

	Do a Silly Dance
	Jump Up and Down
	Run in Slow Motion
	Hop on One Foot
	Do 10 Jumping Jacks
	Make a Funny Face

Get Up and Move Like an Animal!

Roll a single die and perform the action!

	Walk Like an Elephant
	Do a Crab Walk
	Slither Like a Snake
	Do a Bear Crawl
	Hop Like a Kangaroo
	Jump Like a Frog

Roll the Story!

#1 Roll the Place	#2 Roll the Character	#3 Roll the Plot	#4 Roll the Time
 The Desert	 Sad Giraffe	 Finds a Mysterious Lamp	 Summer
 School	 Angry Math Teacher	 Hiding from Bigfoot	 Morning Bell
 The Ocean	 Funny Clown	 Wants to Start a Circus	 Middle of a Storm
 On a Cruise Ship	 Boat Captain	 Going to a Rock Concert	 Noon
 Treehouse	 Football Player	 Building a Secret Lair	 Dusk
 Amusement Park	 Happy Ghost	 Finds a Magic Wand	 At Closing









Roll-A-Face!

1st Turn Face Shape						
2nd Turn Eyes						
3rd Turn Nose						
4th Turn Mouth						
5th Turn Ears						
6th Turn Hair						

Roll It! Read It! Blends

Roll a die. Read the word at the bottom of that column. Cover or color in the square. Keep rolling, reading and coloring. Which column will take the 1st, 2nd and 3rd place?

Teacher should use the boxes for current vocabulary words for practice and fun!



Counting Games



Passage

What You Need: 2 Dice & 2 or More Players

Objective: To Be the First Player to Reach 11 Points

Instructions: To set up the game each player rolls a die. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time and the number on the die becomes the “point number.”

Starting with the first player, players take turns rolling two dice. If he rolls the point number, he gets one point. If he rolls doubles of the point number he gets two points. Each player gets only one roll per turn.

The first player to get 11 points wins.

Run for It

What You Need: 6 Dice & 2 or More Players

Objective: To Be the First Player to Reach 100 Points

Instructions: Alternating turns, each player rolls 6 dice. Looking at the dice, the player attempts to organize them into runs. A run is a sequence of numbers, such as 1-2-3-4-5-6. For each number used in a run, the player scores 5 points. Dice may only be used once when creating a run. Runs must begin with the number 1.

For example, a roll of 1-2-4-5-6-6 scores 10 points for the run 1-2.

For example, a roll of 1-2-1-2-3-4 scores 10 points for the run 1-2, and 20 points for the run 1-2-3-4 for a total of 30 points.

If there is no run, no score is recorded. For example, a roll of 1-3-4-4-5-6 scores zero points.

Play continues until one player has reached 100 points.