



Dice Master

**Excellent
lesson
breaker!**

Level: Years K – 6

Number of Players:

This is a game that the whole class can play.

Equipment:

- Two dice (*add more dice to suit the age group*).

★ Aim: To become the Dice Master.

.....→ **★ How to play**

To begin: All players sit in a circle and a Dice Master is chosen.

Roll 1 (1 die only)

The Dice Master rolls one of the dice.

Players then have to decide if the next die rolled will be higher, lower or the same number as the first die rolled.

Players stand
if they think it will be higher.

- **Players stay seated**
if they think it will be lower.
- **Players place their hands on their heads**
if they think it will be the same.

Roll 2 (second die is rolled)

The Dice Master then rolls the second die to decide who is in or out. Players are slowly eliminated as the game continues.

The last player left in the game becomes the new Dice Master. If the Dice Master eliminates all players before one player is left, then he/she is the Dice Master again.