

Brain Breaks: 2! You're Out!

Equipment

- Classroom
- Interactive Whiteboard with random number generator or Dice



Rules

1. Students stand somewhere in the classroom.
2. The rules are that a die large enough for all students to see (on IWB preferably) will be rolled repeatedly.
3. Students add the numbers successively mentally.
4. At any time they can sit and call out their tallied number which allows them to 'keep' that number safe.
5. Students who remain standing can continuously add the numbers that are rolled for as long as they choose.
6. However, if a 2 is rolled, any standing students are out.
7. This means that the winner is the person who sat down 'keeping' the most recent highest number.
8. Students have to calculate the risk of getting a higher number or potentially losing the lot if a 2 is rolled.
9. After a 2 is rolled, the winner is asked to come and roll the dice for the next game.

<http://jemimasaunders.wix.com/mrssaundersclass>

By *Jemima Saunders*

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