



Action Ideas for Using Dice in Training

Attention

Have one or more die on each group table as a mystery prop. People pay more attention to everything because they are looking for how and when the dice might be used. That they are looking for the connection whether it ever happens or not is the crucial point.

Forming Groups

Get table members to roll one or more die to choose a group leader or volunteer. If two people roll the same they have a roll-off (re-roll). Make it the high roll the first time and the low roll the next.

Which Group Goes First !

To decide which group is to go first in an activity like a group presentation, have the leader from each group come to the front and roll one or more die on the floor with the high roll choosing whether to go first or last. Having them out the front and rolling the dice on the floor generates more energy and enthusiasm.

The group leader rolls a dice to decide which of a list of group questions or activities their group should do.

The group leader roll the dice to decide how many key points, answers, solutions or ideas their group must come up with.

Changing Groups

Use dice to create spontaneous, random group changes:

Have the same number of dice as people on the tables and the same number of colours as groups. So, for example you could ask each member of a group choose a dice and stand up go to a wall. Then ask them to find all the people with the same coloured dice as them. That is their new group. An interesting and intriguing variation would be to hand each person a dice as you greet them on arrival and use them for group allocation.

Later you might ask them to do the same thing finding one or more people with different colours up to the maximum number you want in a group (ideally 7 maximum).

Each group member could roll a dice to find out which group number (1-6) they are to join next. Only one number per person.





Exchanging Ideas and Questions

You could have four different coloured charts on the wall or just framed with each of 4 different coloured Mr. Sketch Marker, yellow, red, orange, blue, each with a list of relevant multiple questions or issues. Each group leader would then throw a set of the 4 coloured dice in the air and the numbers they land on would determine how many questions or issues from each chart their group had to deal with in an allotted time. They would then go to the charts and lay claim to the questions/issues they are going to cover.

How much time should breaks be ?

During training, do you ever wonder how long you should take for breaks? Here's an idea that might work well! Give two participants one die each. Each participant rolls the dice. The total that comes up on the two dice is the length of the break in minutes. It might be a longer break (if they get 12) or there might be just enough time to stand up and stretch. If you are short on time, you might want to cut back to one die. The activity adds some anticipation and fun to your training!

Review Techniques

Use a human board game to review the training material! First, create a "board" - - either a "horse race" board or a "meandering board". For the horse race board, put colorful tape on the floor to mark the steps on the track in front of each participant.

For the meandering-type board, lay out a wide, single line of squares which meanders about the room in any way you'd like. All you will need is a set of review questions and the giant six-sided die! Participants take turns answering the questions, rolling the die, and advancing the number of spaces the die shows.

Adaptation: If you have too many people in your training, adapt the game by forming teams and designating one person from each team to be the "game piece" on the board. Members of each team collaborate together to come up with the right response and yell out the answer! This way, everyone has a chance to participate.

Adaptation: To make the game even more interesting, you may want to put post-its on certain spaces which give instructions like: "Advance 2 spaces." "Go back 1 space." "Miss one turn