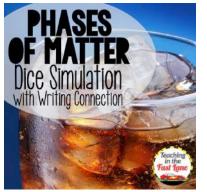


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Teaching in the Fast Lane



CIRCULATION OF A DOLLAR
DICE SIMULATION
AND WRITING CONNECTION

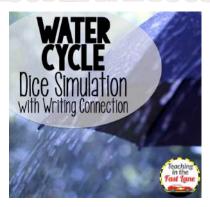


FOR MORE SIMULATIONS!

TURKEY IN HIDING
DICE SIMULATION
AND WRITING CONNECTION







REINDEER GAMES
DICE SIMULATION
AND WRITING CONNECTION



MANY MORE TO COME!







INCLUDED IN THIS PRODUCT:

- Teacher and student directions for simulation
- Recording sheet
- Sample Recording sheet
- Teacher directions for narrative
- Sample narrative based on sample recording sheet
- Rubric for narrative
- Signs for each location with directions
- Suggested read aloud list

You will need six dice to complete this simulation. I recommend the large foam dice that can be found at the dollar store.

NOTE TO TEACHER

This is a simulation me ant in for fun. This is are activity that do in the fall of get them up and riging, ave a little fun, na ir correte our narrative writing skills.

TEACHER DIRECTIONS FOR SIMULATION

- Print and laminate each of blocation igns and student directions
- Hang the locations gns and staden of ections around your classroom and place are die by each poster.
- Hand out ecording sheets to students and review the crecions with them:
 - Directions of found on the next page
- Nonite st dents as they travel around the classroom upon the simulation and complete their recording heat.

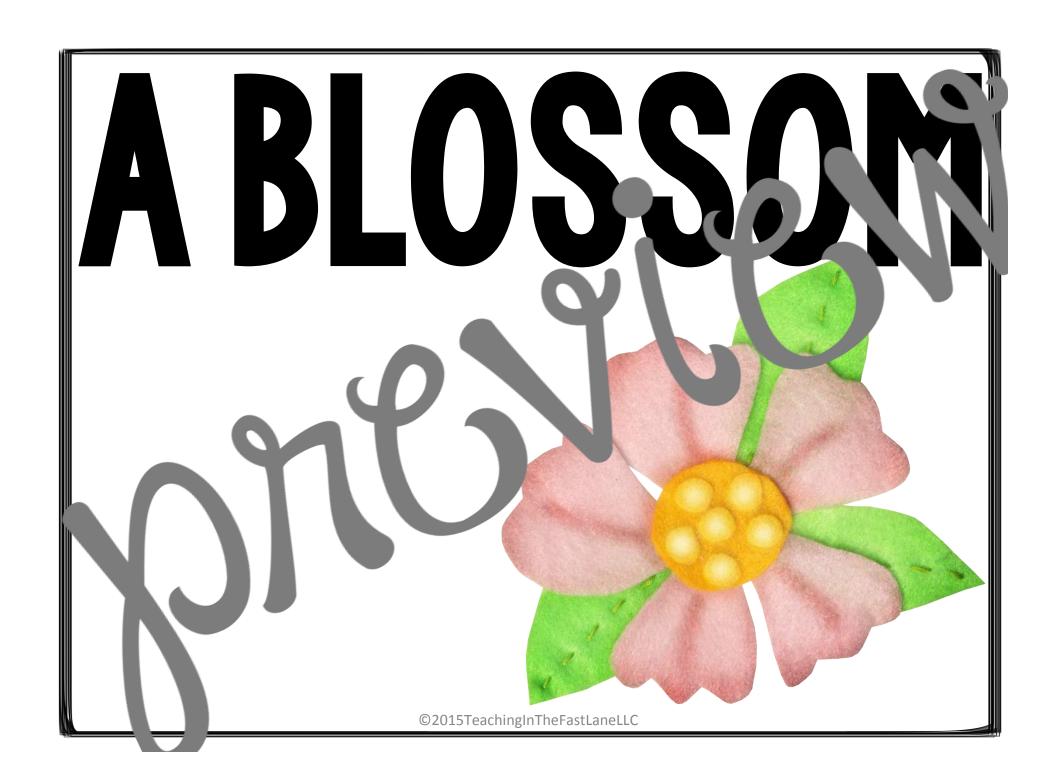
DIRECTIONS FOR SIMULATION

- In order to avoid a pile up at one particular station, number station of the following station.
 - 1. You have grown into a beautiful tree.
 - 2. You begin to blossom.
 - 3. You emerge from the dirt as a sprout.
 - 4. You fall on the ground as seeds.
 - 5. You are picked up by <u>an animal</u>.
 - 6. You grow into an apple and are andy to be aten.
- After each student has their such inglocation, new hour begin to circulate.
- At each location, rell by die and read to event associated with the number railed with underling work or record your progress and translate the next accord.
- Ince out have a table ned you location, travel there quietly and wait line to roll he d
 - If your discrive on stay in the same location, then go to the end of the life and take another turn rolling the die.
- Should continue to travel from location to location until they complete their recording sheet or time is up.
 - would recommend allowing students to complete the simulation about 10-15 minutes.



TREF

- 1. You stay in the tree and continue grow.
- 2. You begin to be crown 3. You fall to be grown nd and begin to shou
- You fall on the ground and are cole ted as seeds.
- are picked up by an animal.
- bu grow into an apple.



A BLOSSOM.

- 1. Your blossom wilts back into the traces of <u>a tree</u>.
- 2. You continue to blos om
- 3. You fall to be ground and sprout.
- 4. You fail on the gound and are collected a seads.
- 4. You de eaten by <u>an animal</u>.
- grow into <u>an apple</u>.

A SPROUT

- 1. You continue to grow into a hee.
- 2. You begin to bloss
- 3. You continue to <u>roro</u> <u>ut</u>.
 4. You fall on the ground and are colletted is see is.
- cre licred up and eaten by an ir ma.
- grow into <u>an apple</u>.

SEEDS



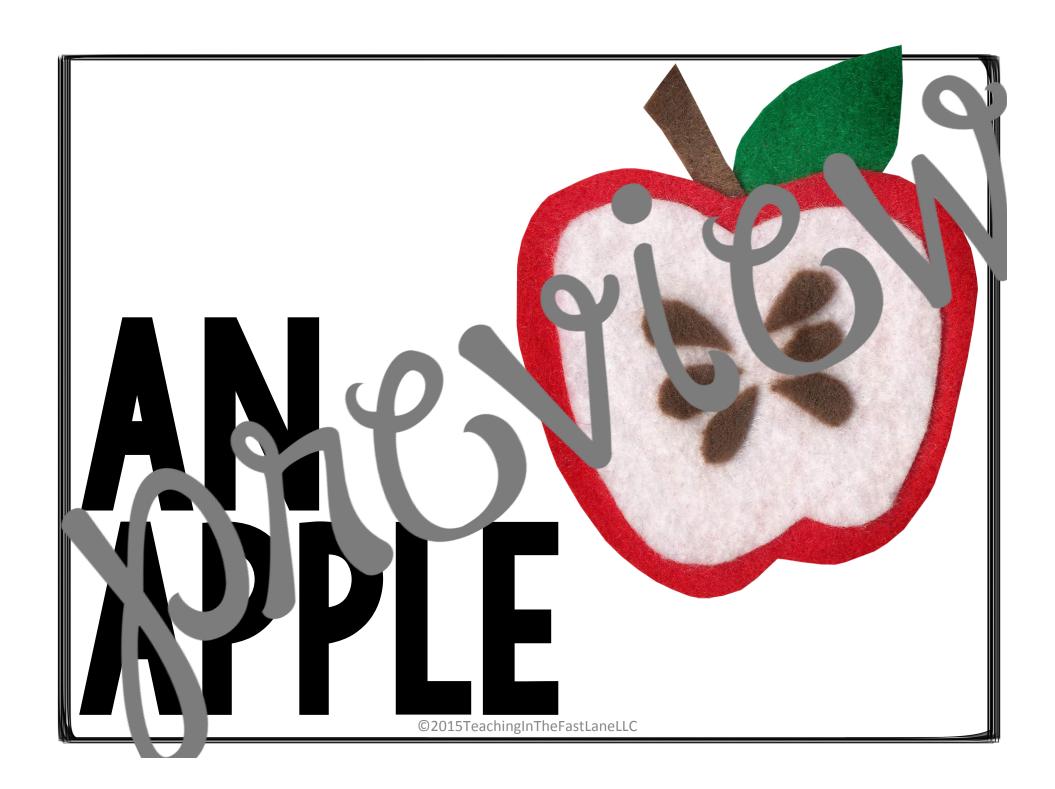
SEEDS

- 1. You are planted and g ow it to a tree
- 2. You begin to blosser on the ground.
- 3. You fall into the lirt and regint to sprout.
- 4. You the package d and sold as seeds.
- 5. You are hicked up by an animal.
- . You are puckaged and sold as seeds.



AN ANIMAL

- 1. You are dropped on the greend in grow into a tree.
- 2. You begin to bicason on the ground where the chimal of you.
- 3. You fall not the irt and begin to splou
 - . You are an opped as <u>seeds</u>.
- are eaten by the animal.
- . You are dropped as <u>seeds</u>.



N APPLE

- 1. You are dropped on the ground grow into a tree.
- 2. You are eaten a <u>an animal</u>.
 3. You fall int tine die and begin
- You are trapped as seeds.
- You are eaten by the animal.
- are dropped as seeds.

Name_____ #__ Date____

APPLE SEED DICE SIMULATION

1	Begin	11	0,0
2		12	
3		(3)	
4		14	
5		15	
6		16	
		17	
8		18	
X		19	
10		20	

APPLE SEED DICE SIMULATION EXAMPLE RECORDING SHEET

1	Begin an apple	11	ten by comim.
2	Eaten by an animal	12	Doppe's the ground
3	Dropped on the ground	B	Sp out
4	Sprout	14	Gravinto a tree
5	Fall on the ground at seeds	15	Blosso
6	Packa as see s	16	Grow into an apple
7	Sprc it	17	Sprout
	Grow nto a tre	18	Eaten by an animal
9	B cc n	19	Fall on ground as seeds
10	cow into an apple	20	Packaged as seeds

TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, rtude its at ready to write a narrative from the point of view or apple seed.
- Students should use the recording sheet 'the lecations they visited) to write a new ative piece bout their journey.
- By follow is an eir ecording sheet and adding details, straints vill have a narrative describing their journey.
 It is almost for sorder to one use all of the locations on heir reporting sheet, but they should include at least an avent.
- In bric for the narrative is included.

SAMPLE NARRATIVE

The view from high up in the apple tree was just tremendous. I spent my long taking in the sights while I took in the nutrients that allowed me to grow larger and larger all the while coming closer to being ripe.

After several days of feeling my stem begin to fail me I finally falt the tof it way and I went plummeting to the ground. I hit with hard thus pend row do not bit of a hill before coming to a rest. I rubbed my head and to see or gain my and see and take in my new location.

I didn't really have a chance though, by a sericar pupon mediately and unceremoniously took a gight bite but of the side of mediately and tried to roll away, but the er's grip in mediately and strong a gave in and allowed myself to be considered.

Miraculously a small hit a me that in ded seds, we appeal on the ground and became buried in the staidn't much be edark, but it was certainly superior to being eater a set of law hibernation under bund, and could feel my strength returning

he by I ros out if the lirt and to lards the sunlight as a sprout. It felt good to be a oveight und be new that this was only the first step to becoming a or papele se gain.

very day grav a little aller and a little stronger. When the sun came up each day would state as I could and soak in its rays. Then I would rest at night. I just kne to tall and producing fruit soon.

The it finally happened, I grew a whole patch of blossoms. They came out of now nere but I was so proud to see them. I knew they meant that I would soon have app is giving on me, and that would fulfill my life's mission.

RUBRIC FOR APPLE SEED SIMULATION NAPRATIVE

	1 point	3 points	j poinı.
Grammar, Mechanics, and Spelling	Many mistakes that make it difficult for the reader to understan	A few miste es, but ne er der an still uerste d.	Only 1-2 n takes nd the read can understo 1.
Organization and Coh reno	in a per does not make sense confidence of worder of vents.	ory follows or events, but lacrocherence.	The story follows a logical order and is coherent.
Even from et	nts from the simulation.	Includes 5-9 events from the simulation.	Includes 10 or more events from the simulation.
ıils	No details are added.	A few obvious details are added.	Many imaginative details are added.

Total Score ___/20

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