

# SCHOOL TOUR

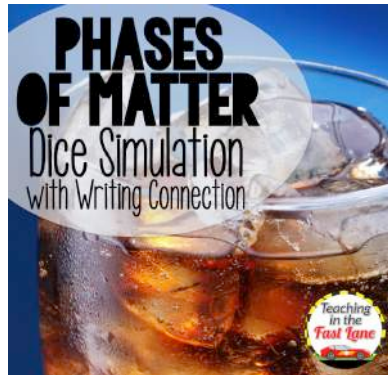
Dice Simulation with  
Writing Connection



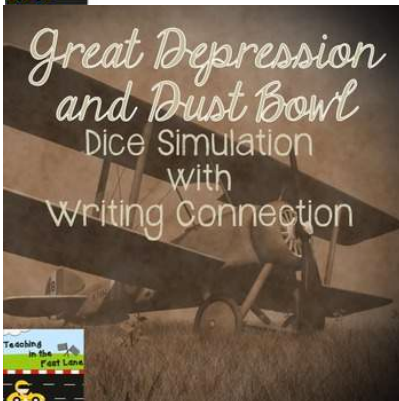
# PLEASE VISIT MY TEACHERSPAYTEACHERS STORE

# Teaching in the Fast Lane

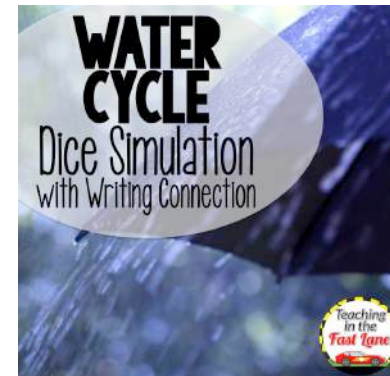
## FOR MORE SIMULATIONS!



**CIRCULATION OF A DOLLAR**  
Dice Simulation  
AND WRITING CONNECTION



**TURKEY IN HIDING**  
Dice Simulation  
AND WRITING CONNECTION



**REINDEER GAMES**  
Dice Simulation  
AND WRITING CONNECTION



# MANY MORE TO COME!

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# 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 meant just for fun. This is an activity that I do at the beginning of the school year to get my students up and moving, have a little fun, and incorporate our narrative writing skills.

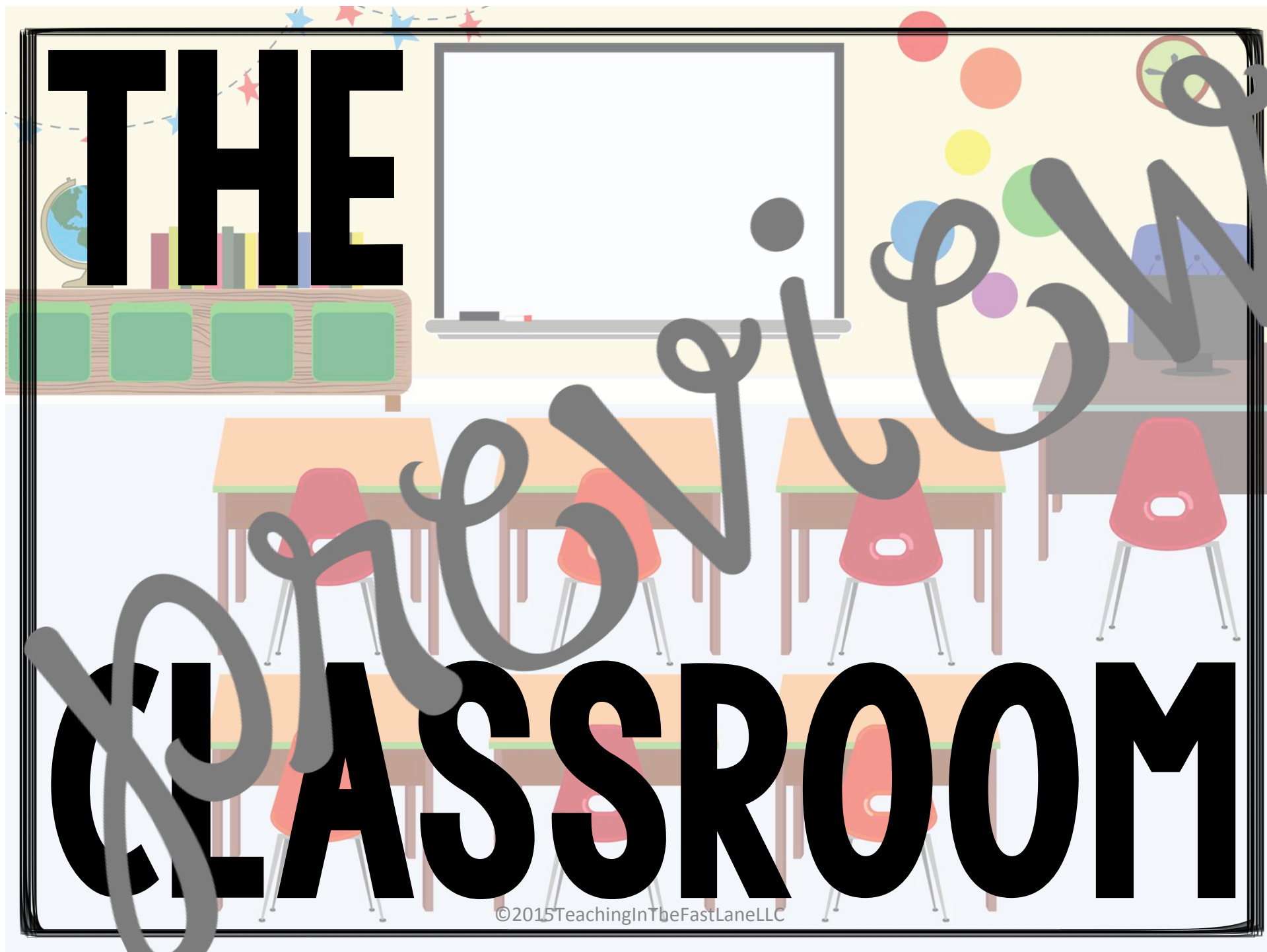


# TEACHER DIRECTIONS FOR SIMULATION

- Print and laminate each of the location signs and student directions.
- Hang the location signs and student directions around your classroom and place one die by each poster.
- Hand out recording sheets to students and review the directions with them:
  - Directions are found on the next page
- Monitor students as they travel around the classroom during the simulation and complete their recording sheet.

# DIRECTIONS FOR SIMULATION

- In order to avoid a pile up at one particular station, number students off 1-6 and send them to the following station.
    1. Stay in the classroom for a little while longer.
    2. Take the lunch count to the cafeteria.
    3. You are called to the office.
    4. Go stretch your legs in the gym.
    5. Take a pass and go through the hallway to another classmate.
    6. Visit the library to check out a book.
  - After each student has their starting location, they should begin to circulate.
  - At each location, roll the die and read the event associated with the number rolled. Use the underlined words to record your progress and travel to the next location.
  - Once you have established your location, travel there quietly and wait in line to roll the die.
    - If your directive is to stay in the same location, then go to the end of the line and take another turn rolling the die.
  - Students should continue to travel from location to location until they complete their recording sheet or time is up.
- I would recommend allowing students to complete the simulation for about 10-15 minutes.



# THE CLASSROOM

1. Stay in the classroom for a little while longer.
2. Take the lunch poun to the cafeteria.
3. You are called to the office.
4. Go stretch your legs in the gym.
5. Take a pass and go through the hallway to deliver a note.
6. Go to the library to check out a book.





THE

one view  
CAFETERIA

# THE CAFETERIA

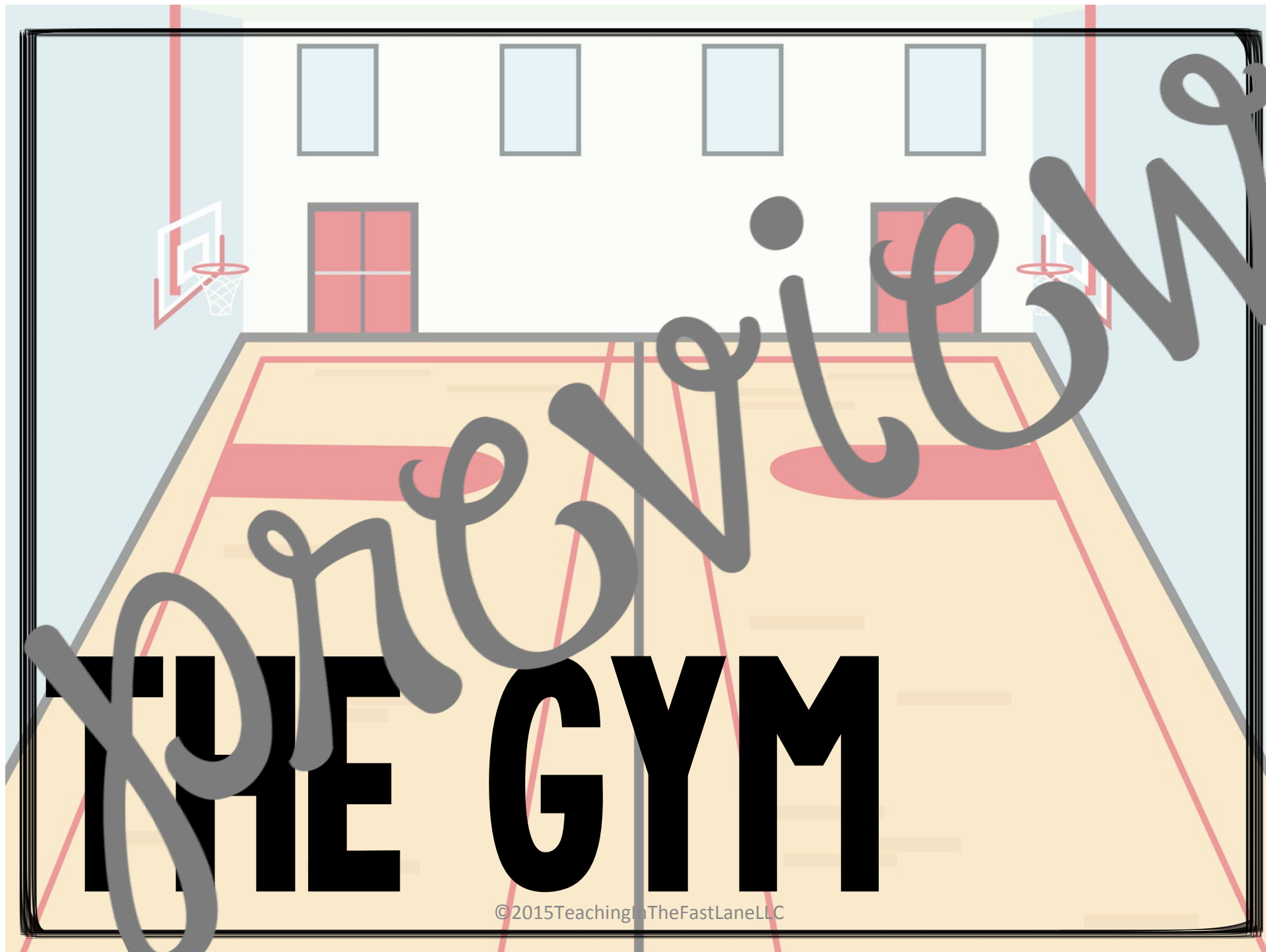
1. Lunch is over, so go back to the classroom.
2. Keep enjoying your lunch in the cafeteria.
3. You are called to the office.
4. After eating, stretch your legs in the gym.
5. Take a pass and go through the hallway to use the restroom.
6. Go to the library to return a book.



Principal's  
OFFICE

# THE OFFICE

1. When you are done return to the classroom.
2. Time for lunch! Go to the cafeteria.
3. Stay in the office to meet with the principal.
4. Join your class in the gym.
5. Take a pass and go through the hallway to deliver a note.
6. Go return your book at the library.





# THE GYM

1. After specials return to the classroom.
2. You worked up an appetite, go to the cafeteria.
3. You are called to the office.
4. P.E. isn't over, stay in the gym.
5. Take a pass and go through the hallway to use the restroom.
6. If you aren't able to participate, go to the library to read a book.

**THE**

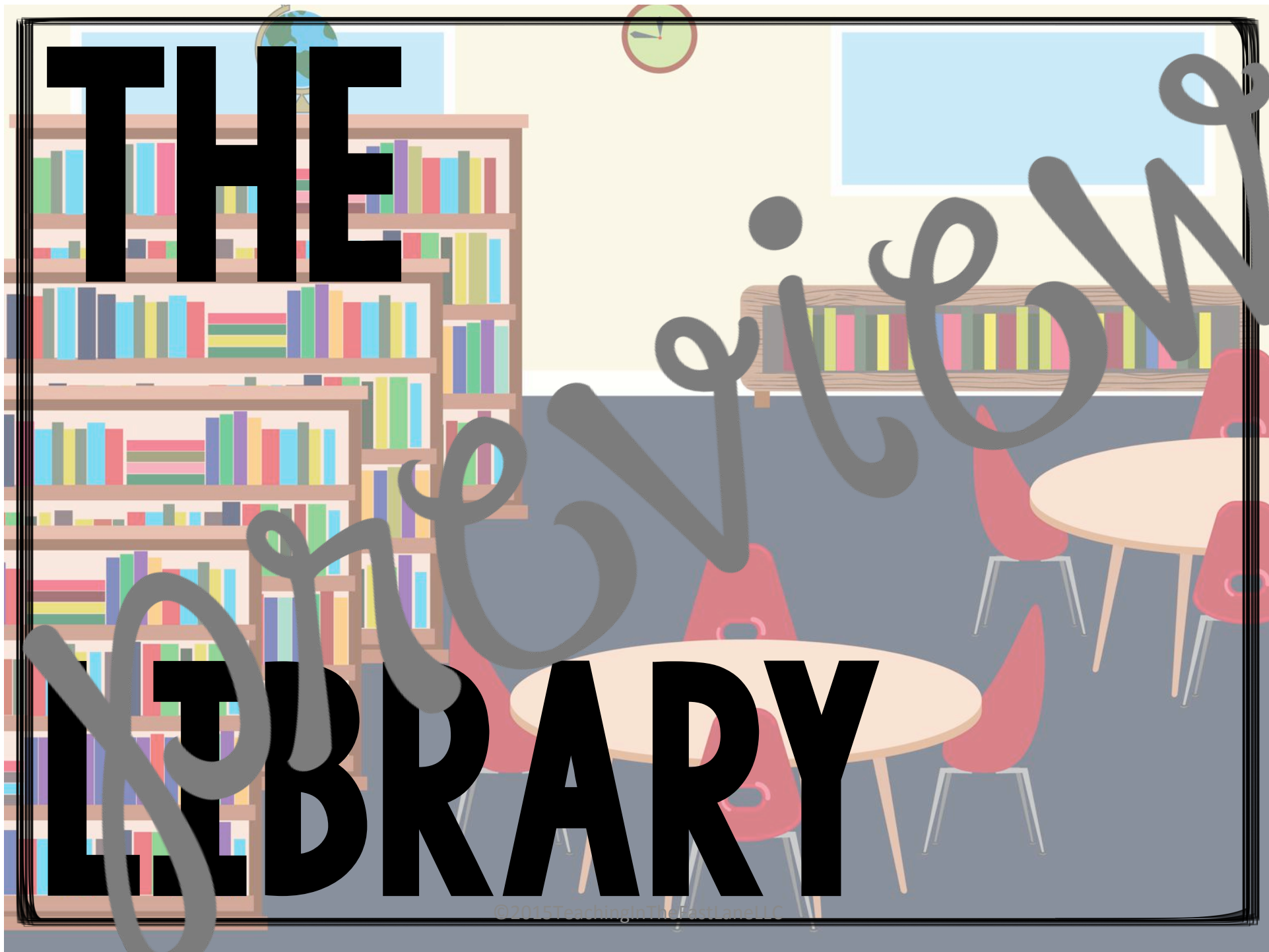


*Previews*

**HALLWAY**

# THE HALLWAY

1. Return to the classroom to learn some more!
2. Join your class in the cafeteria.
3. You get caught without a pass and are sent to the office.
4. Continue through the hallway to deliver a note.
5. Visit the library for some peace and quiet.



# THE LIBRARY

1. Return to the classroom to finish up your day.
2. Go get some ice from the cafeteria.
3. You are called to the office.
4. Time for specials so go to the gym.
5. Take a pass and go through the hallway to deliver a note.
6. Study in the library to complete your research project.



Name\_\_\_\_\_

#\_\_\_\_\_

Date\_\_\_\_\_

# SCHOOL TOUR DICE SIMULATION

1	Begin	11	
2		12	
3		13	
4		14	
5		15	
6		16	
7		17	
8		18	
9		19	
10		20	

# SCHOOL TOUR DICE SIMULATION

## EXAMPLE RECORDING SHEET

1	Begin in the classroom	11	Classroom
2	Go to the gym	12	Gym
3	Cafeteria	13	Library
4	Library	14	Office
5	Office	15	Classroom
6	Classroom	16	Classroom
7	Library	17	Cafeteria
8	Cafeteria	18	Library
9	Hallway	19	Classroom
10	Hallway	20	Hallway

# TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a student traveling around a school.
- Students should use their recording sheet (the locations they visited) to write a narrative piece about their journey.
- By following their recording sheet and adding details, students will have a narrative describing their journey. It is alright for students to not use all of the locations on their recording sheet, but they should include at least ten events.
- A rubric for the narrative is included.

## SAMPLE NARRATIVE

The first day of school was one for the record books. First days are always full of excitement, but this one was just nonstop. I arrived at school nice and early so that I wouldn't have to rush, but the peace didn't last long. I quickly made my way to my classroom and found my seat. I started on the packet left on my desk while I nervously looked around the room hoping that it would be a great year.

Before I knew it the room was full of people that I knew as well as a few new faces. Immediately after the bell our teacher called for us to line up for our tour of the school.

First we visited the gym and met the new coaches. Both of our PE teachers are new this year, but they seemed nice. I look forward to seeing them each day this year. We didn't visit any of the other special rooms, but I already knew we had taught art, music, and technology so I didn't feel like I was missing out.

After that, we went to the cafeteria for orientation. I was excited to see that my class this year sits at the same table as last year's class did. At least that is one less thing that I have to remember. Also, our teacher is letting us pick our seats instead of assigning them, which is new and exciting!

Next we went to my favorite place in the whole school, the library! I was so glad to see the librarian that I had to hold myself back from running and giving her a hug! The library was pretty much the same as I remembered it, but this year we are doing Reading Olympics. I can't wait to find out more about that!

Our stop on the tour was the office where we were introduced to the office staff. The principal and assistant principal are the same as last year, but the secretary is different. She seems really young, and I think she might be someone's mom.

Finally, we returned to our classroom! I was excited to sit back down after that tour!

# RUBRIC FOR A SCHOOL TOUR SIMULATION NARRATIVE

	1 point	3 points	5 points
<b>Grammar, Mechanics, and Spelling</b>	Many mistakes that make it difficult for the reader to understand.	A few mistakes, but the reader can still understand.	Only 1-2 mistakes and the reader can understand.
<b>Organization and Coherence</b>	The story does not make sense or follow order of events.	The story follows order of events, but lacks coherence.	The story follows a logical order and is coherent.
<b>Events from recording sheet</b>	Includes less than 5 events from the simulation.	Includes 5-9 events from the simulation.	Includes 10 or more events from the simulation.
<b>Details</b>	No details are added.	A few obvious details are added.	Many imaginative details are added.



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