

Dice Simulation  
with  
Writing Connection

# CAMPING

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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 any time of the year to get them 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 a 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. You are ready to settle down for the night in your tent.
  2. Time to get going on the hiking trail.
  3. Time to relax around the fire.
  4. Uh oh! You are lost!
  5. Get out your binoculars and watch for wildlife.
  6. You spend some time fixing.
- 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.

**IN YOUR  
TENT**



# IN YOUR TENT

1. You are in for the night, stay in your tent.
2. Wake up, and get going on the hiking trail.
3. Sing some songs around the fire.
4. You think you hear a noise and wander off, and a sudden you are lost!
5. In the dark it is hard to watch for wildlife, but you try anyway.
6. You've got to eat! Try your hand at fishing.



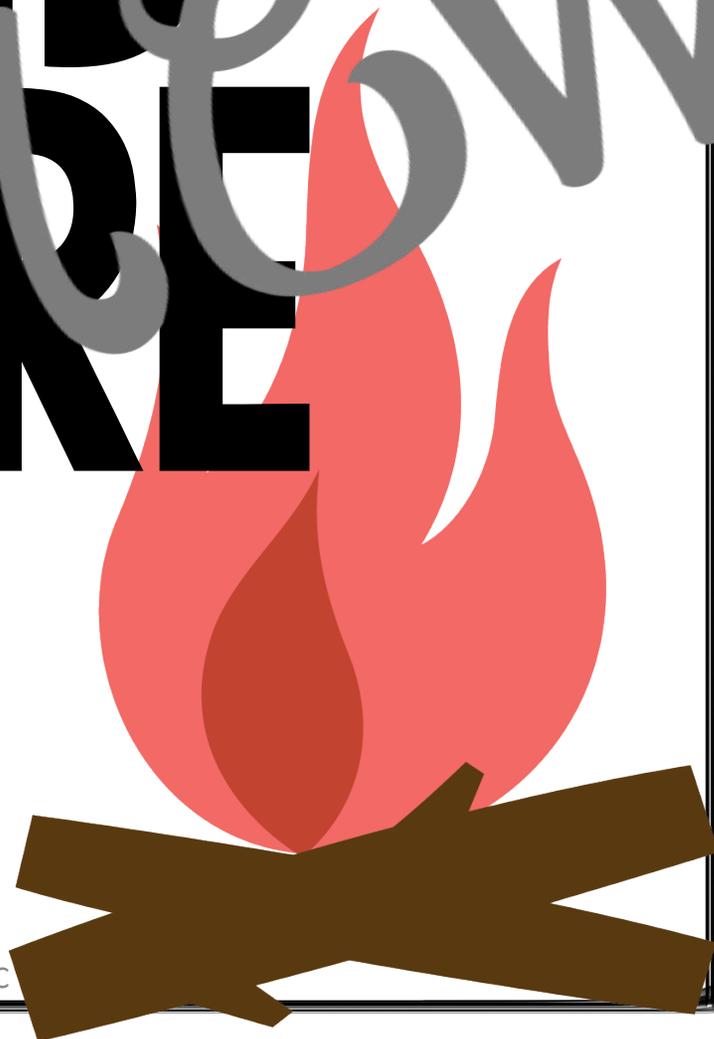
# ON A HIKING TRAIL

1. You are tired after that hike! Head on into your tent to get some rest.
2. Keep on going on the hiking trail.
3. You are back at camp and are ready to sing some songs around the fire.
4. Uh oh! All of a sudden you are lost!
5. A hike is the perfect time to watch for wildlife.
6. Your hike leads to a beautiful pond.  
Try your hand at fishing.

**AROUND**

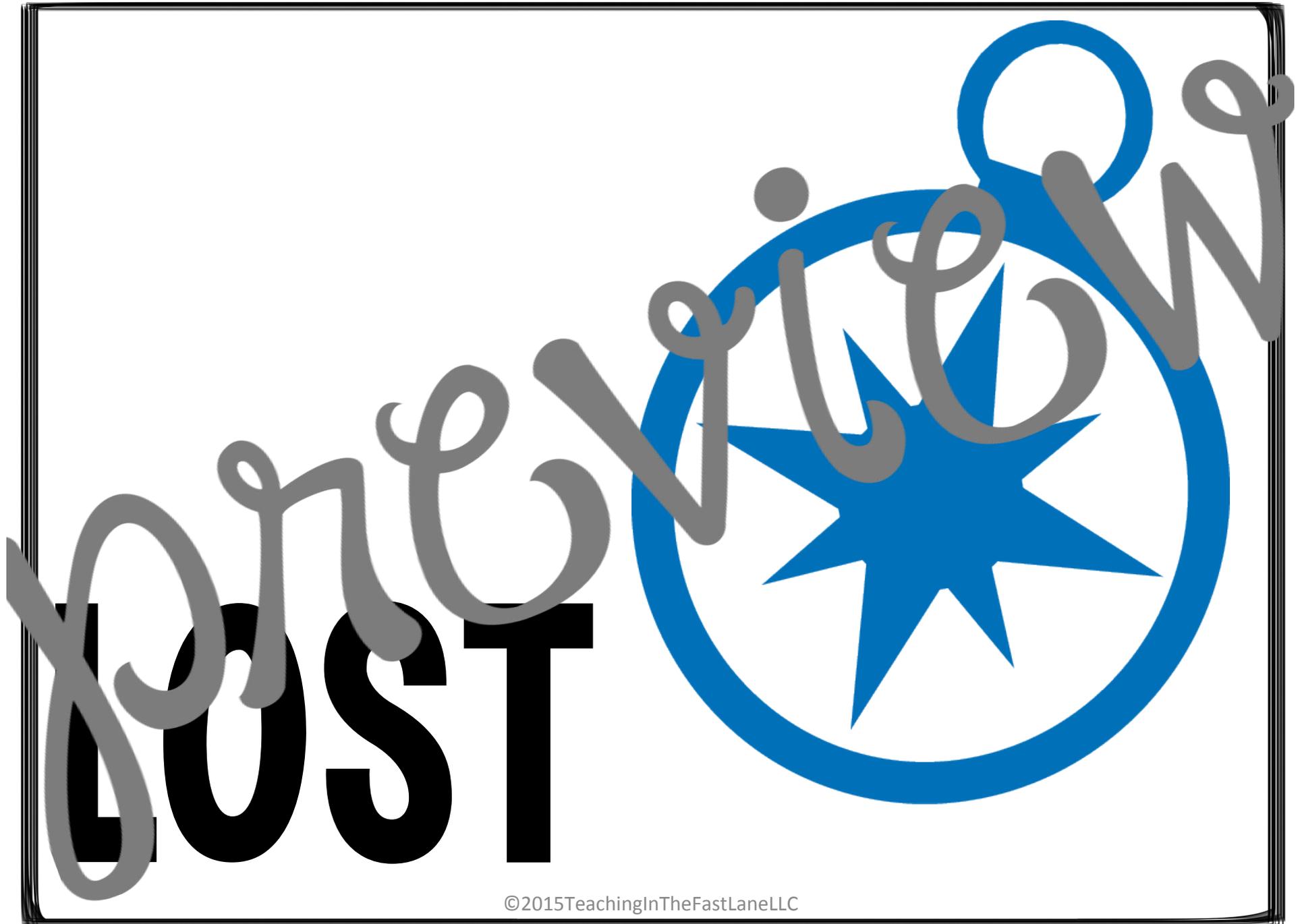
**THE FIRE**

*around the fire*



# AROUND THE FIRE

1. You are getting sleepy, head in your ent.
2. Enough relaxing, time to get on the hiking tr.
3. Stay and sing some songs ar ou nd the fire.
4. You think you hear a noise and wander off, all of a sudden you are lost!
5. It's kind of hard, but you love to watch for w l o f e, in the dark!
6. The fire is making you hungry, so you go fishing.



# LOST

1. You find your way back to camp and go straight into your tent.
2. You find your way and are back on the hiking trail.
3. You find your way back and warm up around the fire.
4. You can't find your compass and stay lost!
5. You make the best of the situation and watch for wildlife.
6. You find a pond and decide to go fishing.



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# WATCH FOR WILDLIFE

1. You have seen enough and go to rest in your tent.
2. You think you might see more on the hiking trail.
3. Back at camp you gather around the campfire.
4. You followed a squirrel and now you're lost!
5. You are enjoying yourself, so you continue to watch for wildlife.
6. You get bored and decide to go fishing.



# FISHING

1. You fall in the pond and go to dry off in your tent.
2. You haven't caught anything, so you look for another pond on the hiking trail.
3. Time to cook your fish around the fire.
4. Your canoe drifts down the stream and you find you feel lost!
5. The pond is a great place to watch for wildlife.
6. You are having so much fun fishing, so you keep going.

Name \_\_\_\_\_

# \_\_\_\_\_

Date \_\_\_\_\_

# CAMPING DICE SIMULATION

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

# CAMPING DICE SIMULATION

## EXAMPLE RECORDING SHEET

1	Begin in your tent	11	Watch for wildlife
2	Go hiking	12	Fishing
3	Fishing	13	Fishing
4	Watch for wildlife	14	Lost
5	Hiking	15	Hiking
6	Lost	16	In your tent
7	Hiking	17	Around the campfire
8	In your tent	18	Hiking
9	Fishing	19	Lost
10	Around the campfire	20	Hiking

# TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a camper.
- 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 moment I had been waiting for all year was finally here! I finished setting up my tent and climbed inside with my stuff. I unrolled my sleeping bag and arranged it where I wanted it. I checked my bag to make sure I had everything I needed and climbed out to join my group.

We still had plenty of daylight, so we decided to go for a hike. I quickly changed into my hiking boots, grabbed my canteen, and rejoined the group. We set off going west away from our camp site along a rocky trail.

About a mile into our hike we came upon a pond. The water was so clear that we couldn't tell how deep the water actually was, but we could see giant fish swimming through it.

Our leader pulled out a fishing pole for each of us and we got to work trying to catch dinner. Our bait must have been good, because I immediately had bites on all of our lines. I each pulled our own fish out of the water, but had to wait for our leader to take them off the hook. We kept the fish in a bucket of water to keep them as fresh as possible while we hiked back to camp.

Along the way back we saw many animals that I don't usually see in the city. I counted three raccoons, seven squirrels, and even one bear. Unfortunately, one of the raccoons was actually in our camp going through our food. I guess we should have not pitched camp here.

We cleaned up the mess left by the raccoon and got to work cleaning the fish to cook for dinner. Our leader got the fire started and we all crowded around. As the fish cooked we sang our favorite campfire songs.

Reflecting on the first day camping I thought about what fun we had. I can't wait for the rest of our adventure tomorrow!

# RUBRIC FOR CAMPING 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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