

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 with my students in the days leading up to our Christmas break to have a little fun, and incorporate our narrative writing skills.

TEACHER DIRECTIONS FOR SIMULATION

- Print and laminate each of the Incation signs and student direction.
- Hang the loca or signs and tude. Jirections around your mass on and pace are die by each poster.
- Hand out recording shiets to students and review the directions with them:
 - Dections the found on the next page Mon or tudents as they travel around the classroom and general travel around the classroom and general travel.

DIRECTIONS FOR SIMULATION

- Everyone will start out "resting up", but to avoid a pile-up, I have students off 1-6 and read out where each tudent should train to
 - 1. Stay home and rest up for your next adventure.
 - 2. Get to the workshop and start making the toys.
 - 3. The toys are looking good, but it is time to wrap me pres ts.
 - 4. You need your strength, snack on sor <u>a contractor</u> of <u>y contractor</u>.
 - 5. Chore time! Go and feed the reindee.
 - 6. It's almost time, you better get epare the leigh.
- After each student by their riting I cation the she begin to circulate.
- At each location, the discreption of the event associated with the number "La. Ise he under edw Is to record your progress and rel to 1 enert location.
- One you have established our location, travel there quietly and wait in line or I the
 - If by directive is to stay in the same location, then go to the end of the line and take another turn rolling the die.
- Significant should continue to travel from location to location until they implete their recording sheet or time is up.
 - I would recommend allowing students to complete the simulation for about 10-15 minutes.

RESTINGUES



RESTING UP

- 1. Stay home and <u>rest up</u> for you relext adventure.
- 2. Get to the workshop and start making the bys.
- 3. The toys are locking a pod, but it is time to will a sime presents.
- 4. You held your strength, snack on some and the strength of the source of the source
- 5 Once time! Go and feed the reindeer.
- π's almost time, you better go prepare the sleigh.



MAKING_TOYS

- 1. You've got a lot to do! Continue <u>making was</u>.
- 2. You have created (Lit) a pile of toys, me to start wrapping resens.
- 3. All that work has rad you bingry, go
- 4. Re foli hill gettin treshess, go and feed the reinde r.
- 5. Il his rk nas made you tired, go and se up.
- the big day is getting close, you better prepare the sleigh.



WRAPPING PRESENTS

- 1. You have been working hard, the some time to rest up before the big cay.
- 2. You have wrapped all ne presents, so is time to make so and to
- 3. There is a targe pile of thys, so you must carting a vappir operants.
- 4. You have vorked hard. Reward yourself by eating chandy cane.
- 5. Dan ter and Prancer need their strength, <u>feed</u>
 <u>Le reindeer</u>.
- Time to take the wrapped presents and prepare the sleigh.



EATING CANDY CANES

- 1. All that sugar has made you size by, go a se ac and <u>rest up</u>.
- 2. Now you have the energy of make some nore toys.
- 3. Now you cre ready or <u>rap presents</u> at suppose d.
- 4. The arest tasty hat you have to keep <u>eating</u> <u>can by cones</u>.
- 5. A te you eat, it is only fair to ea the reindeer.
- The big day is getting close, better go prepare the sleigh.



FEEDING THE REINDER

- 1. Feeding the reindeer is a lot of verk, time to rest up.
- 2. Enough of the reinder tine to make some nor toys.
- 3. The toys a patarting to pile up, you better get to virgh pil g pres nts.
- 4. Now that you fee the reindeer it is time for a sand k c you swn. Eat some candy canes!
- 5. Our et sure is hungry, continue to <u>eu the reindeer</u>.
 - The reindeer are all energized, time to prepare the sleigh.



PREPARING THE SLEIGH

- 1. Lifting all those heavy present unckes volume!

 you better rest up.
- 2. The sleigh isn't quite it, tine to make some now toys.
- 3. While programme the aleigh you find some up or any perturbation, but better fix it by wro apiting resent.
- 4. Su need to itsep up your strength, ent ome candy canes!
- feed the reindeer.
- 6 There is still a lot to do to <u>prepare the sleigh</u>.

Name	#	Date	

ELF EXPERIENCE DICE SIMULATION

1	Resting up	1 1	
2		12	
3			
4		1	
5		7	
6		10	
7		17	
8		18	
		19	
		20	

ELF EXPERIENCE DICE SIMULATION EXAMPLE RECORDING SHEET

1	Resting up	11	eeding no reincer	
2	Eat candy canes	12	ating andy es	
3	Eat candy canes		Feparir the sle n	
4	Wrapping pre ts	1	Re tin up	
5	Wrapping / conts	7	Eating candy canes	
6	Wic pin pr sents		Making toys	
7	Fat and calls	17	Wrapping presents	
8	Hist gup	18	Feeding the reindeer	
	esimg up	19	Feeding the reindeer	
	Preparing the sleigh	20	Resting up	

TEACHER DIRECTIONS FOR NARRATIVA

- After completing the dice simulation. Succents ceready to write a narrative from the point of victor and elf preparing for Christma.
- Students should use the pict about their journey.
- By following their recording sheet and adding details, students will have a notative describing their journey.
- It is a tight for tracents to not use all of the locations on their the rading sheet, but they should include at least the vents.
- Trubric for the narrative is included

SAMPLE NARRATIVE

I woke up early in the morning, pulled on my shoes, and put on my hai was so excited for another day in winter wonderland! It was decided to before Christmas, and things were bustling anta's War hope

The bells on my shoes jingled as I hurried my way it to he dink breakfast. I was super excited to see that the were some and management candy cane waffles with candy cane rul. Can you magine a better to eat?

After I ate more than my firshare or waffler I hear do to the workshop to see what needed to be lone. Soon as I worke in the abort saw the mountain of present waiting to be applied. I go, and down to it. My friend, Bert, was an advisusly rapping is line leart out, so I jumped in with the ribbon and let tyin bows as st as ly little fingers would let me.

tag teamed the mounte ountil it was time for lunch, and boy had I worked or apporte. Tentured back into the dining hall. As soon as I alked in the loor sweet smell of peanut butter and candy cane ndwich is a libushed me. I ran to the line, and stacked sixteen sandwiches my translations a spot in the corner of the cafeteria to enjoy my haul and

you can imagine, sixteen sandwiches can make you feel quite sleepy, I handed back to my bunk for a much needed nap. I look forward to all that is to be had this evening.
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RUBRIC FOR ELF EXPERIENCE SIMULATION NARRATIVE

	1 point	3 points	5 poi.
Grammar, Mechanics, and Spelling	Many mistakes that make it difficult for the reader to unders	`f€ / n takes, bu i eau ir can sti unde tand.	Only 1-, istak and the reder can under, and.
Organization and Ccharate	nory denot make sensc ollow order events.	er of events, but lucks coherence.	The story follows a logical order and is coherent.
Events from recording heet	'nclue. iss than 5 events from the simulation.	Includes 5-9 events from the simulation.	Includes 10 or more events from the simulation.
etails	No details are added.	A few obvious details are added.	Many imaginative details are added.

Total Score ___/20

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