



# REINDEER GAMES

Dice Simulation with  
Writing Connection



# 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 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

- Everyone will start out “resting up”, but to avoid a pile-up, number students off 1-6 and read out where each student should travel.
  1. Stay home and rest up for your next adventure.
  2. Head to the gym to work out. You need to be strong to pull your sleigh.
  3. Man I'm hungry! Go to the kitchen and eat some food.
  4. Make sure to have fun playing games.
  5. Time to get down to business and pull the sleigh.
  6. Don't get caught playing a trick on Santa.
- 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 new 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.

# RESTING

# UP



# RESTING UP

1. Stay home and rest up for your next adventure.
2. Head to the gym to work out so you need to be strong to pull that sleigh!
3. Man I'm hungry! Go to the kitchen and sneak some food.
4. Make sure to have fun playing games.
5. Time to get down to business and pull that sleigh.
6. Don't get caught playing a trick on Santa.

WORKING

OUT





# WORKING OUT

1. Go home and rest up for your next adventure.
2. Stay at the gym to keep working out. You need to be strong to pull that sleigh!
3. Mom is hungry! Go to the kitchen and sneak some food.
4. Make sure to have fun playing games.
5. Time to get down to business and pull that sleigh.
6. Don't get caught playing a trick on Santa.

# SNEAKING FOOD FROM THE KITCHEN



# SNEAKING FOOD FROM THE KITCHEN

1. Go home and rest for your next adventure.
2. Head to the gym to work out. You need to be strong to pull that sleigh!
3. Still hungry? Go back to the kitchen and sneak some food.
4. Make sure to have fun playing games.
5. Time to get down to business and pull that sleigh.
6. Don't get caught playing a trick on Santa.

# PLAYING REINDEER GAMES



# PLAYING REINDEER GAMES

1. Go home and rest up for your next adventure.
2. Head to the gym to work out. You need to be strong to pull that sleigh!
3. Man I'm hungry! Go to the kitchen and sneak some food.
4. Having fun? You betcha! Keep playing games.
5. Time to get down to business and pull that sleigh.
6. Don't get caught playing a trick on Santa.

# PULLING THE SLEIGH



# PULLING THE SLEIGH

1. Go home and rest up for your next adventure.
2. Head to the gym to work out. You need to be strong to pull that sleigh!
3. Man I'm hungry! go to the kitchen and sneak some food.
4. Make sure to have fun playing games.
5. Don't stop now! Keep pulling that sleigh.
6. Don't get caught playing a trick on Santa.



**PLAYING A**

**TRICK**

**ON SANTA**





# PLAYING A TRICK ON SANTA

1. Go home and rest up for your next adventure.
2. Head to the gym and work out. You need to be strong to pull that sleigh.
3. Mom's hungry! go to the kitchen and sneak some food.
4. Make sure to have fun playing games.
5. Time to get down to business and pull that sleigh.
6. The last one went well, don't get caught playing another trick on Santa.

Name\_\_\_\_\_

#\_\_\_\_\_

Date\_\_\_\_\_

## REINDEER GAMES DICE SIMULATION

1	Resting up	1 1	
2		1 2	
3		1 3	
4		1 4	
5		1 5	
6		1 6	
7		1 7	
8		1 8	
9		1 9	
10		2 0	

# REINDEER GAMES DICE SIMULATION

## EXAMPLE RECORDING SHEET

1	Resting up	11	Working out
2	Playing reindeer games	12	Pulling the sleigh
3	Playing a trick on Santa	13	Resting up
4	Sneaking a snack from the kitchen	14	Working out
5	Resting up	15	Playing reindeer games
6	Resting up	16	Playing reindeer games
7	Working out	17	Sneaking a snack from the kitchen
8	Sneaking a snack from the kitchen	18	Resting up
9	Playing a trick on Santa	19	Working out
10	Resting up	20	Pulling the sleigh

# TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a reindeer.
- Students should use their recording sheet (the locations they visited) to write a narrative piece about their journey.
- By following the 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 two events.
- A rubric for the narrative is included

## SAMPLE NARRATIVE

The big day was almost here. Things around the North Pole were busy to say the least. We reindeer knew how important our rest was, so we were busy taking a nap in the hay.

Suddenly I was rudely awakened by something hitting my antler. I shook the sleep from my eyes, and opened them just in time to see three mischievous snowballs flying towards me. I jumped up just in time to join in on the games with the other reindeer.

After a few well placed snowballs, the guys and I got together to play a trick on Santa. We were still in the planning stages when hunger struck. It was decided that we must immediately sneak into the kitchen to steal a sweet treat.

In the kitchen we found a glorious assortment of cookies, pretzels, and many other reindeer favorites. After we had our fill, it was time for a nap, so we headed back to our barn.

Feeling rested after my nap, I was ready to get a good workout in. Today was leg day, because you know we need strong legs to pull that sleigh! After a good workout I was ready for another snack, so into the kitchen I went to sneak myself another treat.

While in there I got the bright idea to switch Santa's salt with sugar. I am now hiding in the corner, waiting to see Mrs. Claus' reaction.

# RUBRIC FOR REINDEER GAMES

## 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.

Terms of Use: ©2014TeachingintheFastLane. All rights reserved. Purchase of this product entitles the purchaser the right to reproduce the pages for ONE CLASSROOM ONLY. Duplication for more than one classroom such as another teacher, grade level, school, or district is strictly forbidden without written permission from the author. Copying any part of this product and placing it on the internet in any form is strictly forbidden and is a violation of the Digital Millennium Copyright Act (DMCA).

**Thank you for your purchase. If you have time, please rate this product and leave me some feedback on how I can improve my products. All constructive criticism is greatly appreciated.**

**PLEASE VISIT MY TEACHERSPAYTEACHERS STORE**  
**Teaching in the Fast Lane**  
**FOR MANY DIFFERENT PRODUCTS!**

<http://www.teacherspayteachers.com/Store/4th-Grade-Racers>

[4thgraderacers.blogspot.com](http://4thgraderacers.blogspot.com)



©2014TeachingInTheFastLaneLLC

