

SANTA'S BEACH VACATION

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 the 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 not have a pile up, number students off 1-6 and send them to the following locations:
 1. You've worked hard, go and relax while waving to the neighbors.
 2. You are so excited to not be in the snow, you build a sandcastle.
 3. The waves are so inviting, go catch some waves.
 4. You have to keep your strength up, enjoy a taco.
 5. All this fun has taken it out of you, catch some shade while you decorate a palm tree.
 6. You are missing the elves, spend some time hanging with the tamingos.
- 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.

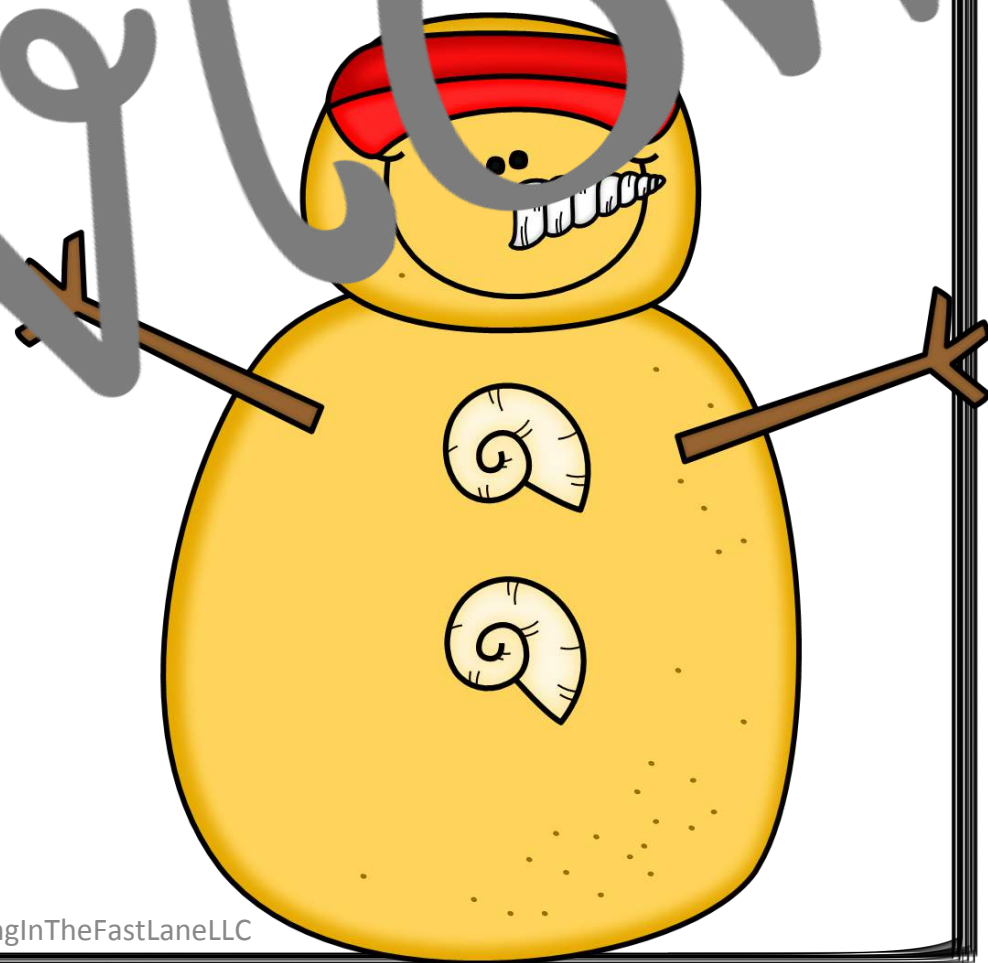
DECORATING A PALM TREE



DECORATING A PALM TREE

1. You are getting in the beach spirit, time to build a sand man.
 2. You are having so much fun you look for more things to decorate a palm tree with.
 3. You are missing the elves, so you go hang with some flamingos.
 4. The water is perfect for surfing, go catch some waves.
 5. You see some people walking down the beach, wave to the neighbors.
6. All this work is making you hungry, enjoy a snack.

BUILDING A SAND MAN



BUILDING A SAND MAN

1. You are having so much fun you build another sand man.
2. You want to spend some time in the shade, so you decorate a palm tree.
3. Suddenly you are surrounded, but decide to embrace it by hanging with the flamingos.
4. You are getting a little hot in the sun, go catch some waves and cool off.
5. You are a friendly fellow, wave to the neighbors.

All this work is making you thirsty so you enjoy a snack.

CATCHING SOME WAVES

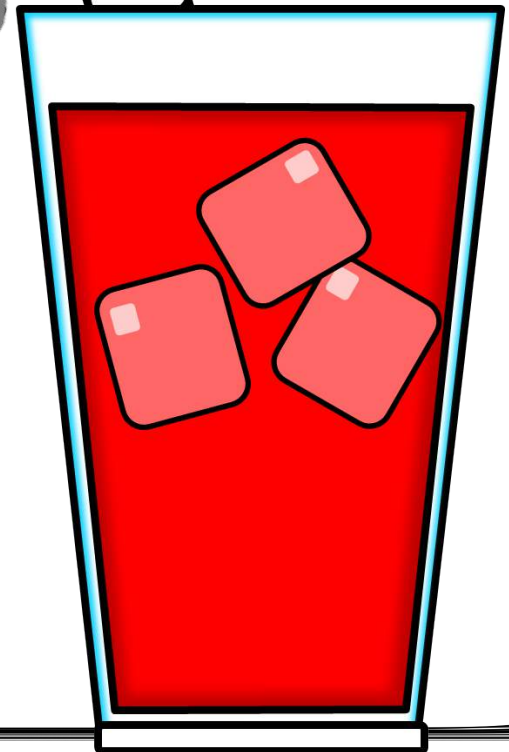
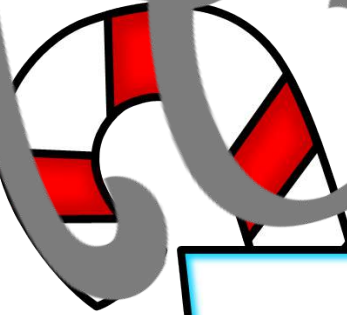


CATCHING SOME WAVES

1. Time to catch some sun rays while you build a sand man.
2. The water is cold, so you warm up in the sun while decorating a palm tree.
3. You lie in the sun and hang with the flamingos.
4. You are starting to get good at this surfing thing, continue to catch some waves.
5. While hanging ten you wave to the neighbors.

All this surfing has made you hungry,
enjoy a snack in a beach chair.

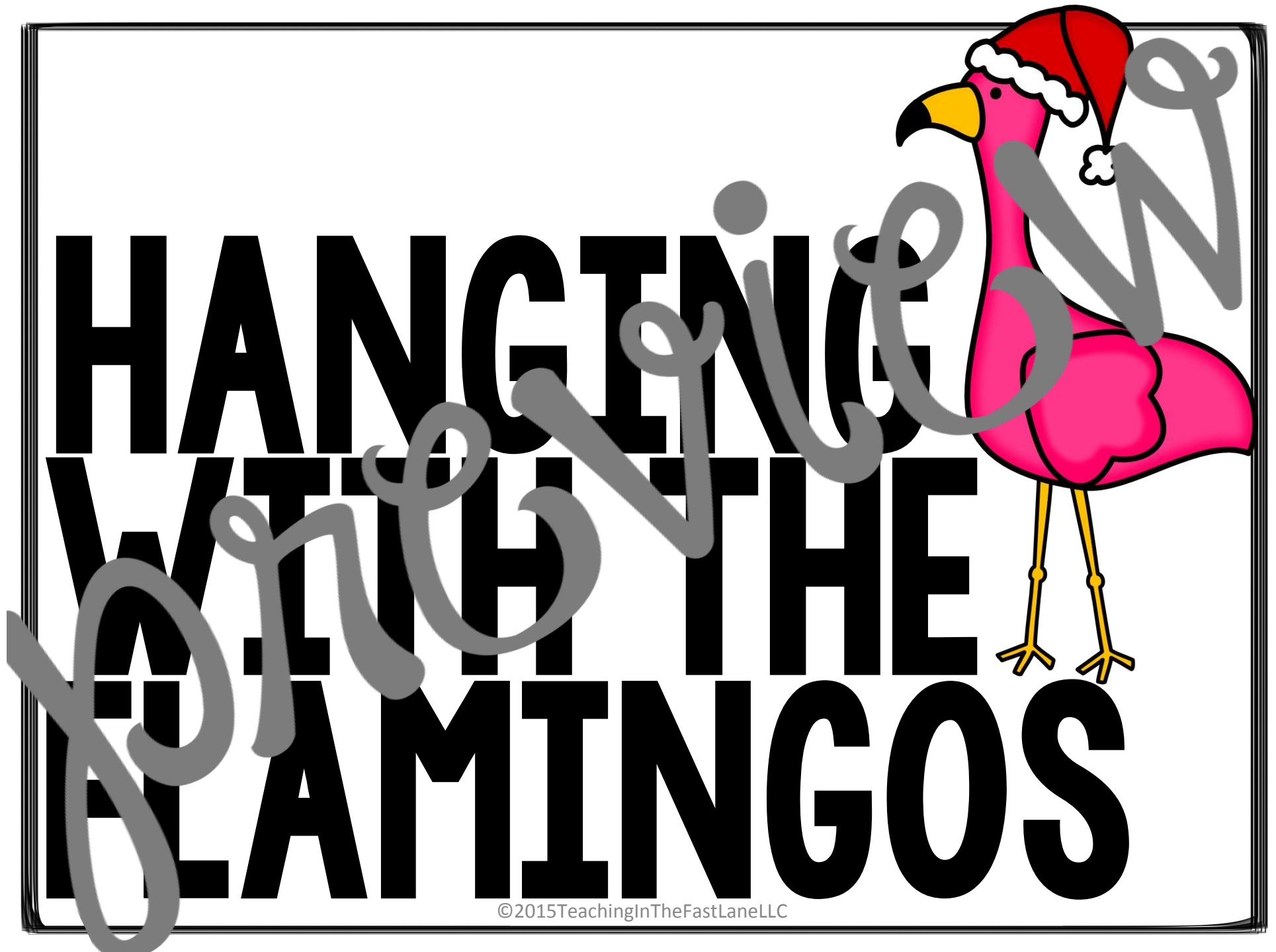
ENJOYING A
SNACK



ENJOYING A SNACK

1. After you regain your energy it is time to build a sand man.
2. Your snack puts you in the mood to decorate a palm tree.
3. Your snack attracts some new friends, so you share and hang out with flamingos.
4. You are energized and ready to catch some waves.
5. While eating you wave to the neighbors walking by on the beach.

Your snack just makes you hungrier. Grab some more to eat and enjoy your snack.



HANGING WITH THE FLAMINGOS

1. You gather your new friends to help you build a sand man.
2. The flamingos are just the right height to help decorate a palm tree.
3. These guys are great, continue to hang with the flamingos.
4. You show your new friends how to catch some waves.
5. You want to introduce your new friends around, so you wave to the neighbors to come over.
6. You enjoy a snack with your new friends.

WAVING TO THE NEIGHBORS



WAVING TO THE NEIGHBORS

1. You stop waving to build a sandman.
2. Your neighbors join you to decorate a palm tree.
3. Invite your neighbors to hang with the flamingos.
4. You decide to show your skills to the neighbors and catch some waves.
5. They are getting closer! Continue to wave to the neighbors.
6. You are ready to rest and settle down to enjoy a snack.

Name_____

#_____

Date_____

SANTA'S BEACH VACATION DICE SIMULATION

1	Begin	1 1	
2		12	
3			
4		1	
5		1	
6		18	
7		17	
8		18	
		19	
		20	

SANTA'S BEACH VACATION DICE SIMULATION

EXAMPLE RECORDING SHEET

1	Enjoy a snack	11	Decorate a palm tree
2	Build a sand man	12	Hang with the flamingos
3	Build a sand man	13	Hang with the flamingos
4	Wave to the neighbors	14	Catch some waves
5	Build a snowman	15	Wave to the neighbors
6	Catch some waves	16	Enjoy a snack
7	Enjoy a snack	17	Building a sand man
8	Hang with the flamingos	18	Enjoy a snack
9	Enjoy a snack	19	Wave to the neighbors
10	Wave to the neighbors	20	Hang with the flamingos

TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of Santa on his beach vacation either before or after Christmas.
- Students should use the 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 the recording sheet, but they should include at least ten events.
- A rubric for the narrative is included.

SAMPLE NARRATIVE

After Christmas Mrs. Claus and I are in desperate need of a vacation, so this year we grabbed three of our closest friends and headed to sunny Bermuda. Neither of us were quite sure what to do with our free time, since in the last few months we have been working our fingers to the bone eighteen hours a day to prepare for Christmas.

The first thing we did after our plane landed was grab a snack from the local restaurant. I mean, I can't let this bowl of jelly disappear or anything. We took our snacks and headed straight for the beach.

Once we made it to the beach I was fascinated by the sand. It is so much like snow, but instead of being cold it seems to hold the heat. I took my shoes and socks off and dug my toes into the sand. It felt amazing.

I did begin to miss my North Pole, so to make things a little more like home I decided to put some lights on the closest palm tree. It dazzled the other visitors, and I must say made me feel just a tiny bit less homesick.

Next thing on the list was to catch some waves. I learned to surf while Mrs. Claus did some skimboarding. Both of us had an absolute blast, but definitely worked up an appetite. We headed to the local store to grab a snack. On the way down the beach I waved to all the locals. I wasn't wearing my suit, but they seemed to recognize me anyway.

When we walked out of the store I was amazed to see a flock of flamingos standing right on the beach. They were so beautiful! Mrs. Claus and I decided to rest right there and watch them for a bit. I admit, I may have even fallen asleep in the warm sun.

RUBRIC FOR SANTA'S BEACH VACATION

SIMULATION NARRATIVE

	1 point	3 points	5 points
Grammar, Mechanics, and Spelling	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.
Organization and Coherence	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.
Events from recording sheet	Includes less than 5 events from the simulation.	Includes 5-9 events from the simulation.	Includes 10 or more events from the simulation.
Details	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



©2015TeachingInTheFastLaneLLC

