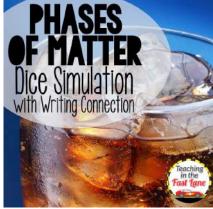
Dice Simulation with Writing Connection

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CIRCULATION OF A DOLLAR Dice SIMULATION AND WRITING CONNECTION



Great Depression and Dust Bowl **Dice Simulation** w/ith Writing Connection

TURKEY IN HIDING Dice SIMULATION



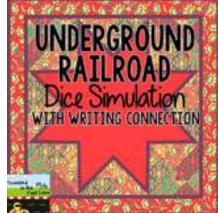
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REINDEER GAMES Dice SIMULATION AND WRITING CONNECTION









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
 - For larger classes, I would make multiple copies of each poster and directions, so that lines at each don't get too long.

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 TE This is a simulation mean to reinforce students knowledge of how carbage is processed through the environment. This valon is a great way to chect science and writing within your curriculum.

TEACHER DIRECTIONS FOR SIMULATION

nt

- Print and laminate each of the location signs and stud directions.
- Hang the location signs and student directions out 'your classroom and place one die by each patter.
- Hand out recording sheets to students and review the directions with them:
 - Directions are f und on the rext put
- Monitor students on the trave abund the classroom during the simulation and complete main recording sheet.
- Assian studints on eir staring location.
 - 1 a. this by round ring students off #1-6 and assign them to the 1 llo ring ations:
 - 1. n Dumpster
 - 2 n a Trash Truck
 - 3. At the Dump
 - 4. On the Side of the Road
 - Litter Patrol
 - J. Caught on an Animal

DIRECTIONS FOR SIMULATION

- After each student has their starting locatic they should begin to circulate.
- At each location, roll the die and recurthe connassociated with the number offerd. Use the underlined words to record your progress and travel to me next location.
- Once you have establish dy our location, travel there quietly and was in line or row he die.
 - If you directive is to tray in the same location, then
 g to he half the line and take another turn rolling
 the die
 - uden is ould continue to travel from location to circl until they complete their recording sheet or time
 - U_F I vould recommend allowing students to complete the simulation for about 10-15 minutes.

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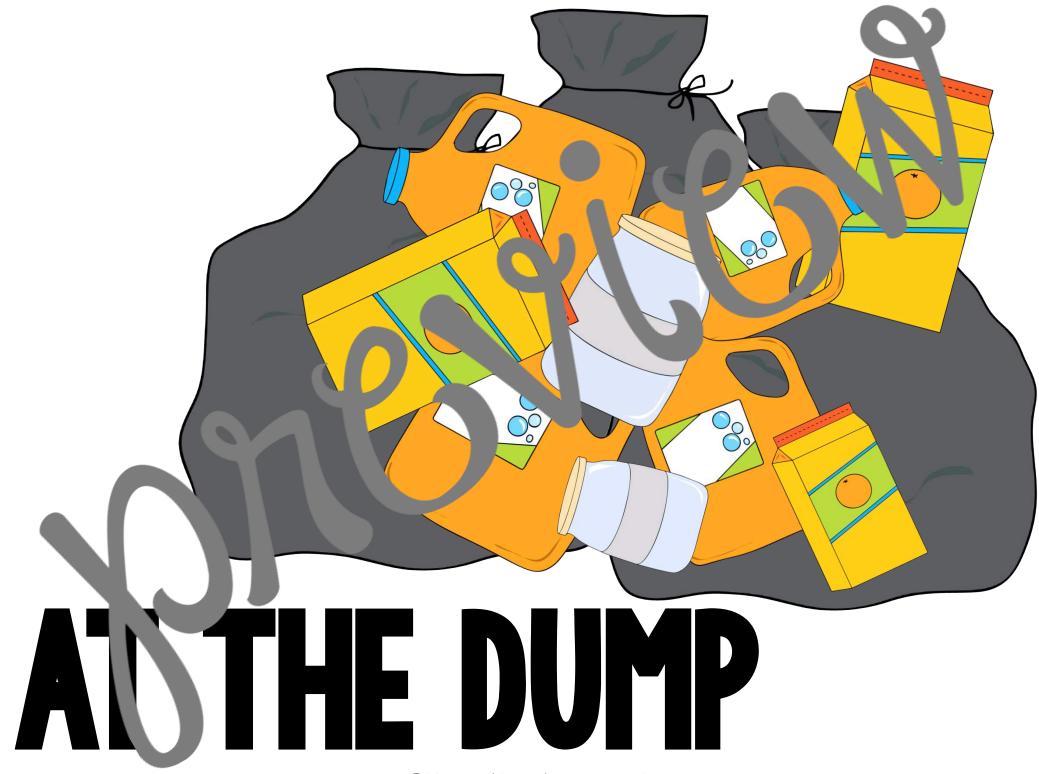
IN A DUMPSTER

- 1. You are picked up by a <u>trash truck</u>.
- 2. A wind blows you out of the dun oster and onto the side of the road.
- 3. You are picked up \sim a <u>rash ... ck</u>.
- 4. A wind blow you at come dumpster and <u>and he side of the road</u>.
- 5. A wind ploy you out of the dumpst in and onto
 Contended of the road.



IN A TRASH TRASH

- 1. You are taken directly to <u>the dunp</u>.
- 2. You are blown out of notrick of to the side of the road.
- 3. You get blow out the truck and <u>caught on clanic al</u>.
- 4. You cho show out a the truck onto
- 5. You ei blo out of the truck and caught on an animal.
- 6. The taken directly of <u>he dump</u>.



AT THE DUCK 1. You remain <u>at the dump</u>. 2. While scavenging the c inima gets <u>an</u> M caught. 3. You remain <u>a ne a</u> mp 4. You are bloch aw onto (Ch the single the road crenail <u>at the cump</u>. 5. re put to another You 6 k to be transferred. rash ru ©2015TeachingInTheFastLaneLLC



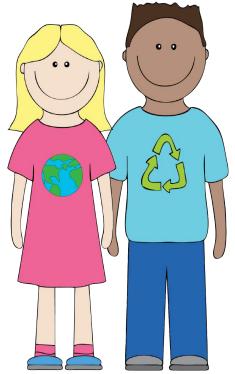
ON THE SIDE OF THE ROAD

- 1. You are picked up by and get caught on an animal
- 2. You stay <u>on the side of the had</u>.
- 3. During highway an an up you a e picked up by the litter or trol.
- 4. Some one picks you up and throws you in a dunp ter
- 5. Dung igt vay clean up you are bicked p by the litter patrol.
- 6. Complete picks you up and in ows you <u>in a dumpster</u>.



PICKED UP BY LITTER PAROL

- 1. After being collected you are by get a. pluced in a dumpster.
- 2. There was so much lither that a <u>trush truck</u> comes directly to your
- 3. After being collected to rare bagged and placed in a composite.
- There v as o much itter that a <u>ras. truck</u> mus directly to you.
 After being collected you are how and placed in a dumpster.
- 6. There was so much litter that a rain truck comes directly to you.

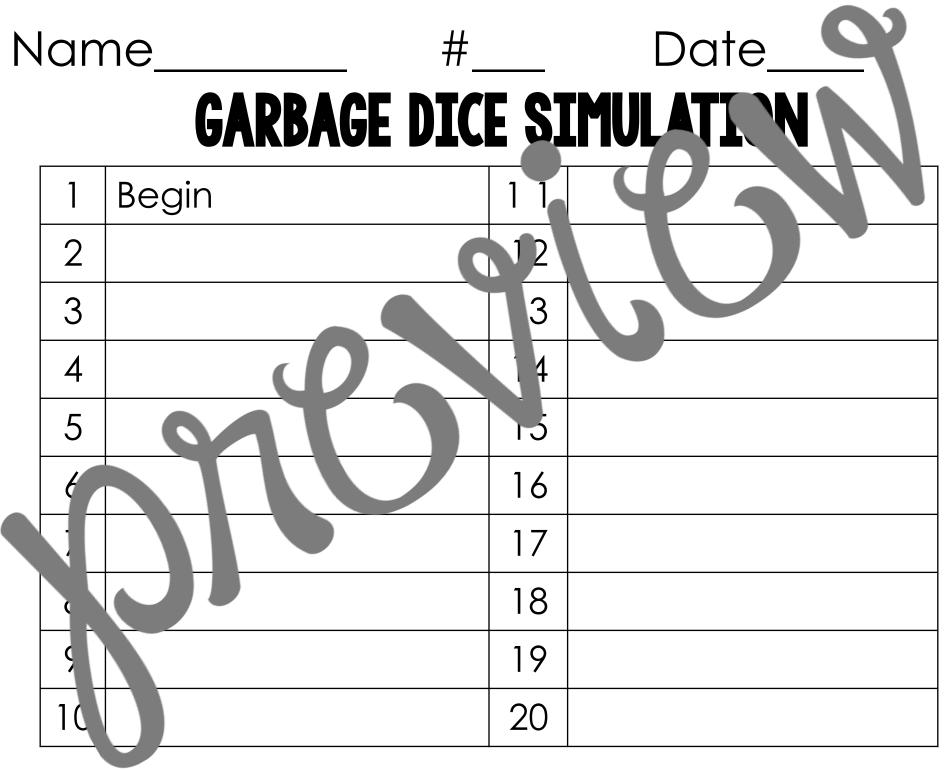




CAUGHT ON AN ANIMAL

- 1. The litter patrol untangles the armal.
- 2. You remain <u>caught on hichima</u>
- 3. The animal frees it elf ar d you are tofi on the side of the rootd.
- 4. The animal proses we and is placed in a chapte
- 5. In an na freis its of and you are left on the design the road.
 - The lie patrol untangles the animal.





SAMPLE RECORDING SHEET FOR						
GARBAGE DICE SIMULATION						
1	Begin in a dumpster	П	ir (c dumps) r			
2	trash truck	12	the ide of heroad			
3	at the dump	13	the sule of the road			
4	at the dump	4	liner patrol			
5	trash truck	5	trash truck			
6	ct the aum	16	at the dump			
	at the dimp	17	at the dump			
8	it the dump	18	trash truck			
9	c. ght on an animal	19	at the dump			
10	cau ht on an animal	20	caught on an animal			

TEACHER DIRECTIONS FOR NARRATVE

- After completing the dice simulation, student, are ready to write a narrative from the point of is via a piece of garbage making its vay through the environment.
- Students should use eir recording should (the locations they vaned). wrie a nurrative piece about their ad untur.
- By following the recorting sheet and adding details, structures will have a nurrative describing their
- a lven and the lso important for students to use their ence ve cabulary in the narrative.
- It is int for students to not use all of the locations or their recording sheet, but they should include at lecsting events.
- A rub c for the narrative is included.

SAMPLE NARRATIVE

The day I was brought home from the store was the happiest day of my life. As a place shopping bag I had sat in a box on a shelf for years before realizing my purpose. When the day fine ly came for me to be used I could not contain my excitement. I rippled my plastic in joy as the cashier filled me with fresh produce. I looked forward to the next part of my adventure.

The ride to my new home was very dark in the truck of a car. An apprenter entry room that I had to stretch out. I spoke with the other bags along the rid, and that an one it to b a whole lot faster.

When we arrived at the home I was unpacked and hen placed under sink that collection of other plastic bags. I settled in for will the outht would be another ong stay, but instead it was only a few hours before I was pulled with ciking the brind light and filled with garbage. I had hoped for a more noble use, but I suppose the pride ones from heitig used at all.

I was immediately taken back outs. Ind thrown, and the mean of the

I stayed in the dumpster to. A veral acceleto, sing catapulted into the back of a trash truck. The only good severe that botto of the aumpster means top of the trash truck, that is until the next dumps, sidu peon.

Once e truck t was nuiter long, but, and bumpy ride to the dump where we were unceremonious, empty don the second. I was absolutely amazed by the sheer amount of galage hat was ists read ever the ground. When I saw this, I knew I was in for the long haul. So the I tayed, o the ground, for many years.

On lay I felt let in top of me. I looked up to see a small bird scavenging the dump. All of a sudden I to a top i my handle, and then another one. I realized that I was caught on the leg of the poor I is pire. Iry as it might, it just couldn't pull itself free. Finally, it managed to pull free of the dump, but I remained twisted around its leg.

Togener v flew off into the sky, but the bird was so small, and the wind kept getting caught in me and rage g it down. I knew that it wouldn't last long. Sure enough, the little guy didn't make it. We pluminete to ground, and the bird lay lifeless. The litter patrol happened upon us, and we were uncered aniously thrown into a dumpster. I was so upset for the bird, that I just stayed there. I have hopes of being recycled one day.

RUBRIC FOR GARBAGE DICE SIMULATION NAPPATIVE						
	1 point	3 pc in	5 oin.			
Grammar, Mechanics, & Spelling	Many mistakes that make it difficult for the reader to understand.	fe r mistak , but ne ader cc still ui Terstanc	C y 1-2 mistakes and the reader can understand.			
Organization and Coherence	The ston does not ma sense of follow of rof vents.	Ti events, but lacks coherence.	The story follows a logical order and is coherent.			
Evens tron coring shipt	Incluies 3 Less covents fro the simulation.	Includes 4-5 events from the simulation.	Includes 6 or more events from the simulation.			
Dei l's not Sc e l'fic Voc ibi iry	No details are added. Academic vocabulary is not present	A few obvious details are added along with some academic vocabulary.	Many imaginative details are added. Clear use and knowledge of academic vocabulary is present.			

Total Score __/20

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