

# GHOST HAUNT DICE SIMULATION

with Writing Connection

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# Teaching in the Fast Lane

**PHASES OF MATTER**  
Dice Simulation  
AND WRITING CONNECTION



## FOR MORE SIMULATIONS!

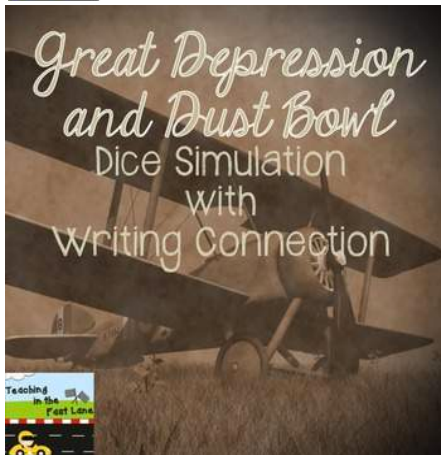
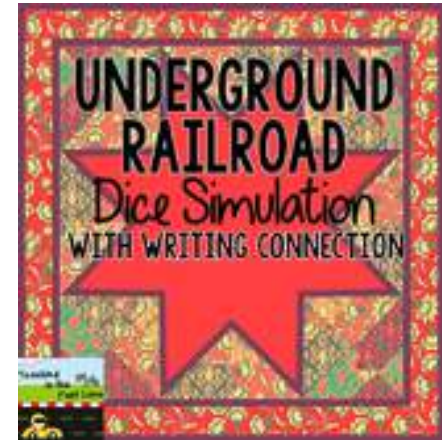
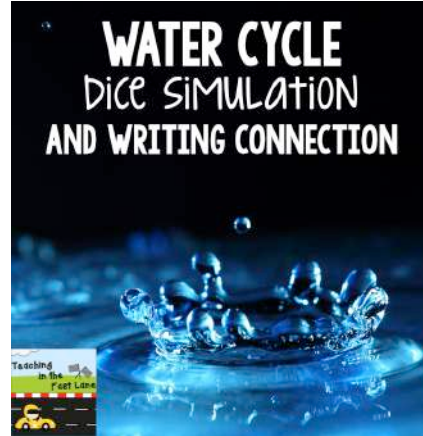
**TURKEY IN HIDING**  
Dice Simulation  
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**CIRCULATION OF A DOLLAR**  
Dice Simulation  
AND WRITING CONNECTION



**WATER CYCLE**  
Dice Simulation  
AND WRITING CONNECTION



**REINDEER GAMES**  
Dice Simulation  
AND WRITING CONNECTION



## MANY MORE TO COME!

CLICK ON EACH SIMULATION TO SEE IT.

# 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.
- Book suggestions

\*\*You will need six dice to complete this simulation. I recommend the large foam dice that can be found at the dollar store.\*\*

# 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.
- Assign students to their starting location:
  - I do this by numbering students of 1-6 and assign them to the following locations:
    - 1. At the Haunted House
    - 2. At the Pumpkin Patch
    - 3. Trick or Treating
    - 4. In the Graveyard
    - 5. The Corn Maze
    - 6. In a Bat Cave

# DIRECTIONS FOR SIMULATION

- 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.



A

HAUNTED

HOUSE



# A HAUNTED HOUSE

1. You are enjoying your current haunt, stay at the haunted house for a while.
2. You are ready to decorated! Head to the pumpkin patch to pick out the perfect pumpkin!
3. You are feeling a little down, go meet your buddies in the graveyard.
4. It's time for some fun! Go exploring in the corn maze.
5. Your candy stock pile is a bit low. Spend some time going trick or treating.
6. You want some time for yourself, so you go to the bat cave.



THE

PUMPKIN

PATCH





# THE PUMPKIN PATCH

1. You are in the mood to spook someone. Go to the haunted house with your best "Boo" ready.
2. The pumpkin patch is too much fun! Stay for the hay ride and take part in the costume contest.
3. Time for some rest. Go to the graveyard and get some shut eye.
4. Your friends invite you to the corn maze. Try not to get lost.
5. Time for a break from spooking people. Spend some time going trick or treating.
6. You have always been interested in flying mammals. Go visit the bat cave.



TRICK OR

TREATING

preview



# TRICK OR TREATING

1. Your friends are meeting at the haunted house and you decide to join them.
2. You hear about a pumpkin carving contest, and head to the pumpkin patch to check it out.
3. There is a party at the graveyard. Grab your favorite costume and get ready for the Monster Mash!
4. You have too much energy left! Head to the corn maze to work it off!
5. You are having a fun, so continue trick or treating.
6. You are in the mood to be spooked yourself. Go visit the bat cave.





THE

GRAVEYARD

previews



# THE GRAVEYARD

1. You are given tickets to a haunted house and you can't resist.
2. Costume contest at the pumpkin patch. You're there!
3. You are enjoying your time in the graveyard. Stay there a bit longer.
4. They are having a race at the corn maze. Put on your running shoes and get ready!
5. You are ready for some sweets, so you go trick or treating.
6. Grandma is calling.  
Go visit the bat cave.

A CORN

MAZE





# A CORN MAZE

1. Spook time! Head to the haunted house to scare a few people.
2. You want to carve a jack-o-lantern. Head to the pumpkin patch to pick out the perfect pumpkin.
3. Time for some rest.  
Go to the graveyard to rest your eyes.
4. You get lost in the corn maze.  
I guess you're stuck for now!
5. You have a great new costume and want to show it off trick or treating.
6. You want to be alone, so you go to the bat cave.



# THE BAT CAVE



# THE BAT CAVE

1. Spooking calls! Head to the haunted house and take care of business.
2. The pumpkin patch is the place to be!
3. There is a party at the graveyard, so meet your friends there!
4. The corn maze is the best place to jump out and scare people!
5. You have a great new costume and want to show it off trick or treating.
6. You are having fun exploring the bat cave. See how far it goes!





Name\_\_\_\_\_ #\_\_\_\_\_ Date\_\_\_\_\_

# GHOST HAUNT DICE SIMULATION

1	Begin at	11	
2		12	
3		13	
4			
5		15	
6		16	
		17	
		18	
9		19	
0		20	

# Sample Simulation Sheet

## GHOST HAUNT DICE SIMULATION

1	Begin at the Haunted House	11	Pick a pumpkin at the pumpkin patch
2	Explore the corn maze	12	Meet friends at the corn maze
3	Go trick or treating	13	Time alone in the bat cave
4	Go to the bat cave	14	Party at the graveyard
5	Try to scare people at the corn maze	15	Costume contest at the pumpkin patch
6	Be alone in the bat cave	16	Graveyard to rest
7	Party at the graveyard	17	Visit Dracula at the bat cave
8	Race at the corn maze	18	Go trick or treating
9	Haunted house to scare people	19	Get spooked at the bat cave
10	Explore the corn maze	20	Return to the pumpkin patch

# TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a ghost traveling around on Halloween.
- 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

My favorite night of the year is finally here! I woke up nice and early this morning to make sure that I had time to look my best. When there is only one day a year where spooking is acceptable, it is important to make the very best of it. I want to make sure that I exist since every last minute of it too!

After getting ready I headed straight to the haunted house. I can't believe that people actually pay to get scared, but it gives me a great opportunity to get warmed up for the night when I get to do some serious scaring. I chose to hide under the stairs and float my body out at people making ooohs and ahhhs as they pass. People who come during the day are usually in search of a light scare, and I don't want to send them running.

After about an hour at the haunted house my friend called and invited me to join some others at the corn maze. Sunset is the perfect time for the corn maze, because you have light to find your way in, and then it is dark when you are trying to get out. It makes it extra challenging. I also enjoy hiding in the cornstalks and jumping out at people as they pass!

Once we found our way out of the corn maze I could hear a sweet tooth calling! It was just after dark, so my friends and I decided that it was the perfect time to go trick or treating. I ran home quickly to grab my costume. This year I am going as a cowboy. My hat and boots are great, but the gigantic belt buckle I bought me really makes the costume! Once we were all ready to go we met on the corner and started to collect our treats. I soon had a stomach ache as late as every piece of candy as soon as I got it.

When my stomach ache started hurting worse I decided to go to the bat cave for a little time alone. The bat cave is right outside of the neighborhood and a great place to get some rest. I must have fallen asleep because when I woke up it was almost midnight.

I was frightened in my costume and called my buddies to see where they were. They had returned to the corn maze to scare people, and that sounded like a great idea, so I boogied on over there. Tonight was a full moon, so it was easy to see clearly. I picked the perfect spot behind a scarecrow to jump out from. It was amazing to see the looks on people's faces. They would jump back and shriek and then begin laughing when they saw my cowboy costume.

Looking back on that night, it was the best Halloween yet! I loved spending time with my friends scaring people, eating treats, and exploring the corn maze. I can't wait for next year!

# RUBRIC FOR GHOST HAUNT DICE SIMULATION NARRATIVE

	1 point	2 points	3 points
Grammar, Mechanics, and Spelling	Many mistakes that make it difficult for the reader to understand.	A few mistakes, but reader can still understand.	Only a few 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 the 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.

# BOOK SUGGESTIONS WITH A HALLOWEEN THEME

- Arnie Lightning's Kids Halloween Stories: 10 Short Scary Stories
- Cambria Evans' Bone Soup
- Ray Bradbury's The Halloween Tree
- Finn Ronne's Fright Club
- Neil Gaiman's Halloween Is
- Jay Mikey's The Halloweiner

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