

LIBRARY BOOK

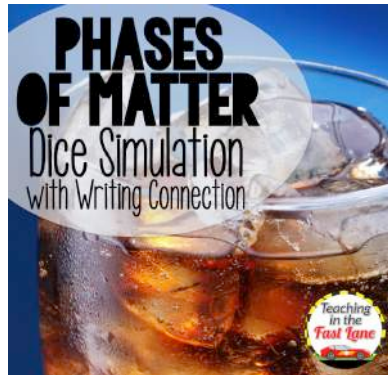
Dice Simulation
with
Writing Connection



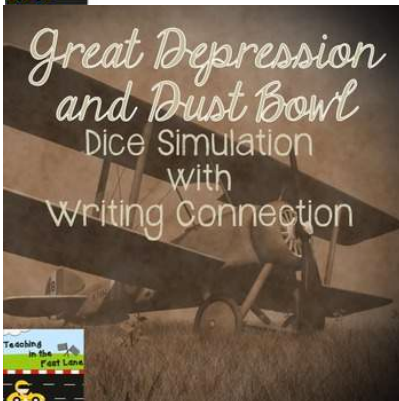
PLEASE VISIT MY TEACHERSPAYTEACHERS STORE

Teaching in the Fast Lane

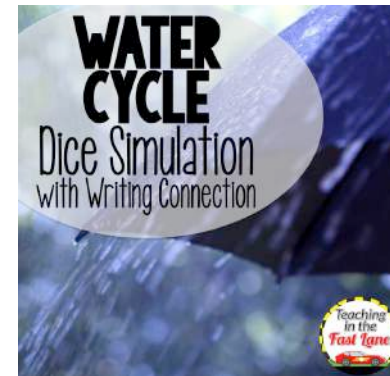
FOR MORE SIMULATIONS!



CIRCULATION OF A DOLLAR
Dice Simulation
AND WRITING CONNECTION



TURKEY IN HIDING
Dice Simulation
AND WRITING CONNECTION



REINDEER GAMES
Dice Simulation
AND WRITING CONNECTION



MANY MORE TO COME!

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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 any time of the year to get them up and moving, 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

- In order to avoid a pile up at one particular station, number students off 1-6 and send them to the following station.
 1. No one has chosen you yet, stay on a shelf.
 2. You were just returned and placed on a cart to be shelved.
 3. You have been chosen and are being checked out.
 4. Uh oh! You are lost!
 5. You were ripped and are now being repaired.
 6. It's your favorite! You are being read.
 - 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.

ON A SHELF



ON A SHELF

1. No one has chosen you yet, stay on a shelf.
2. You were picked up and left on the ground.
You find yourself on a cart to be shelved.
3. You have been chosen and are being checked out.
4. Uh oh! You are lost somewhere in the library!
5. You were ripped and are now being repaired.
6. It's our favorite! You are being read to a class.

ON A
CART



ON A CART

1. The librarian places you on a shelf.
2. You were picked up and left on the ground. You find yourself back on a cart to be shelved.
3. You are being checked out by a student eager to read you.
4. Um oh! You are lost somewhere in the library!
5. You have a broken spine and are being repaired.
6. You are being read to a class in the book room.

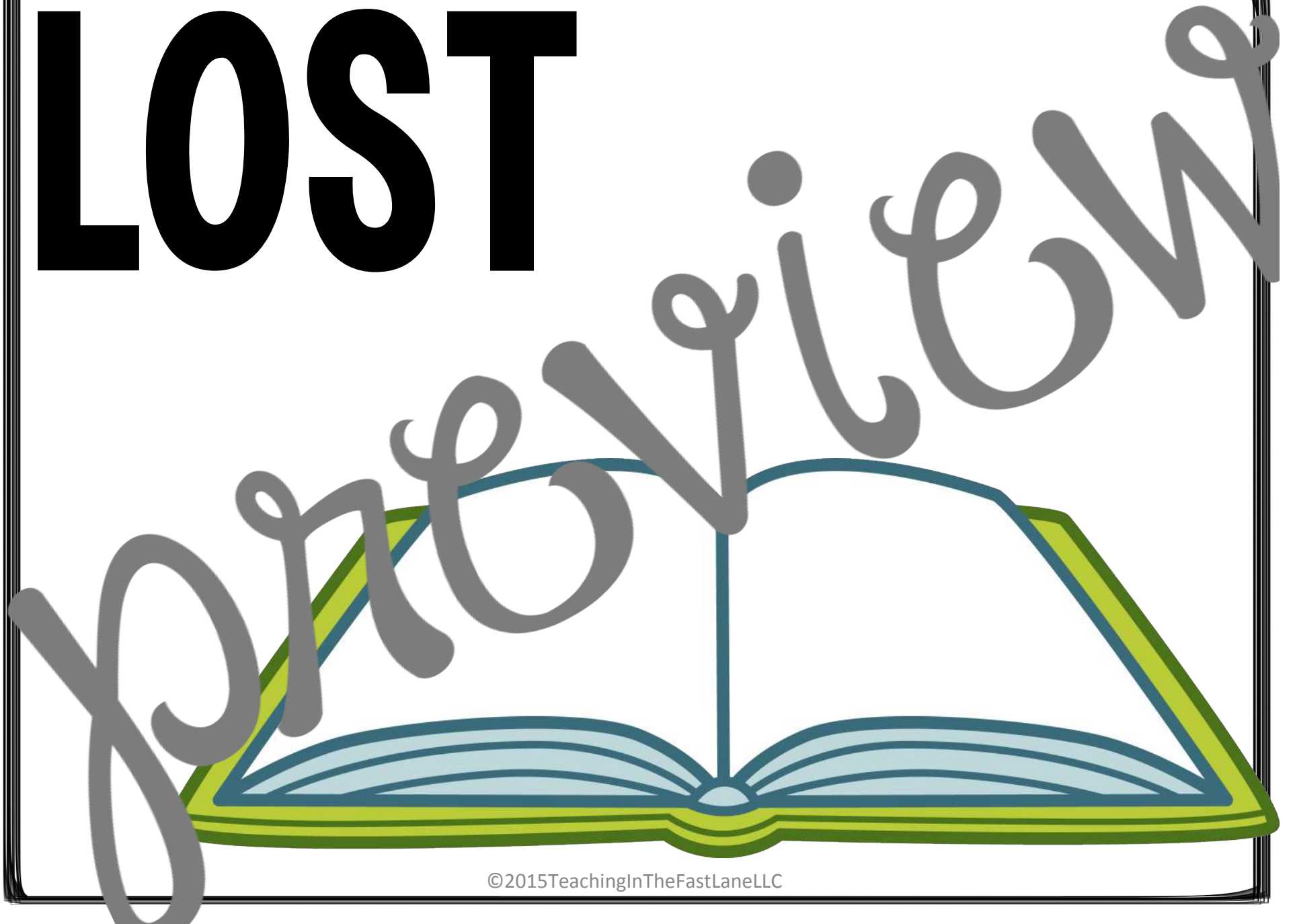
CHECKED
OUT



CHECKED OUT

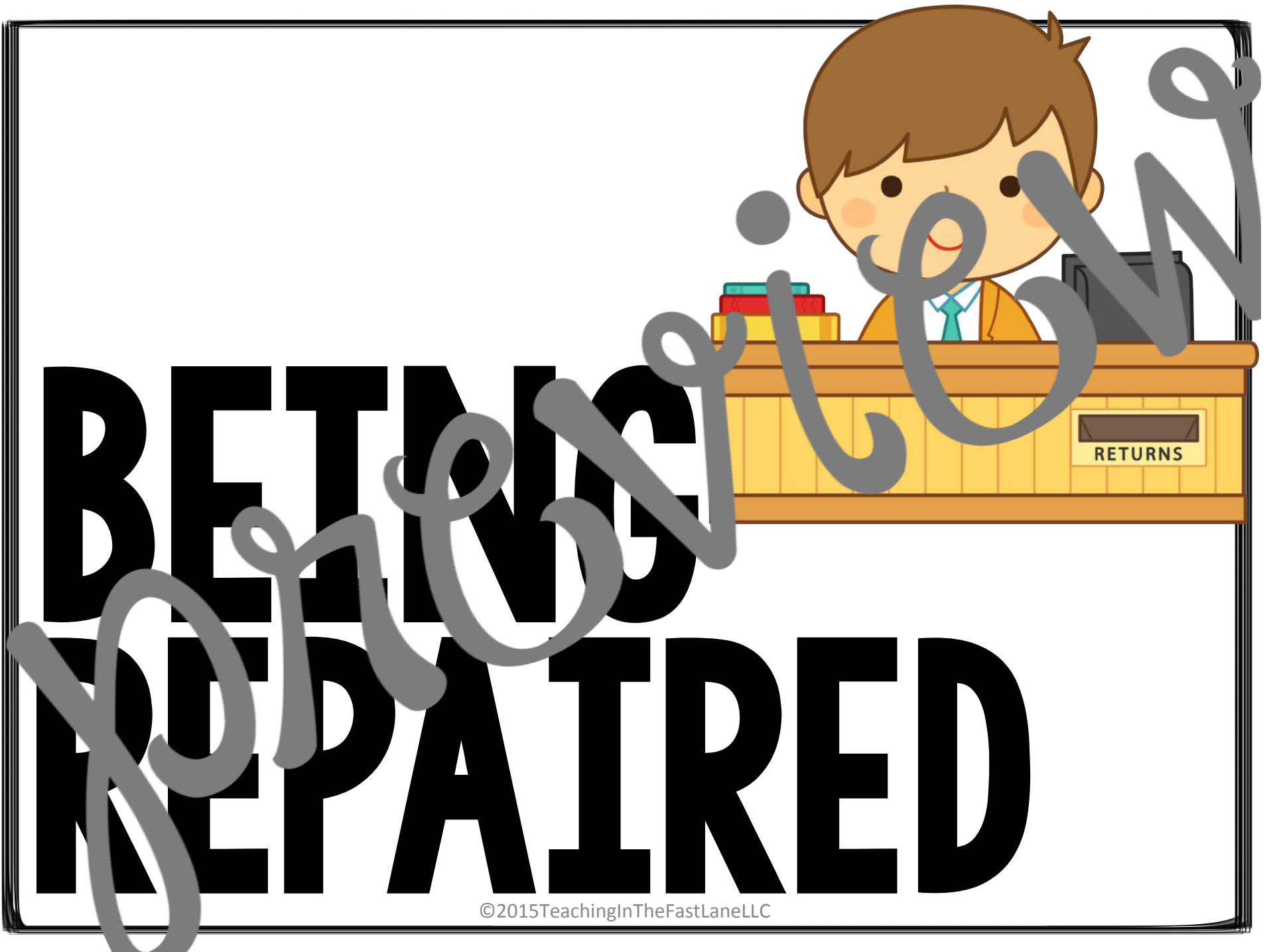
1. You are returned and placed on a shelf.
2. You are returned and placed on a cart to be shelved.
3. You are rechecked and stay checked out.
4. Uh oh! You are lost somewhere at a student's home!
5. You were chewed on by a pet and are being reported.
6. You are being read to a whole family.

LOST



LOST

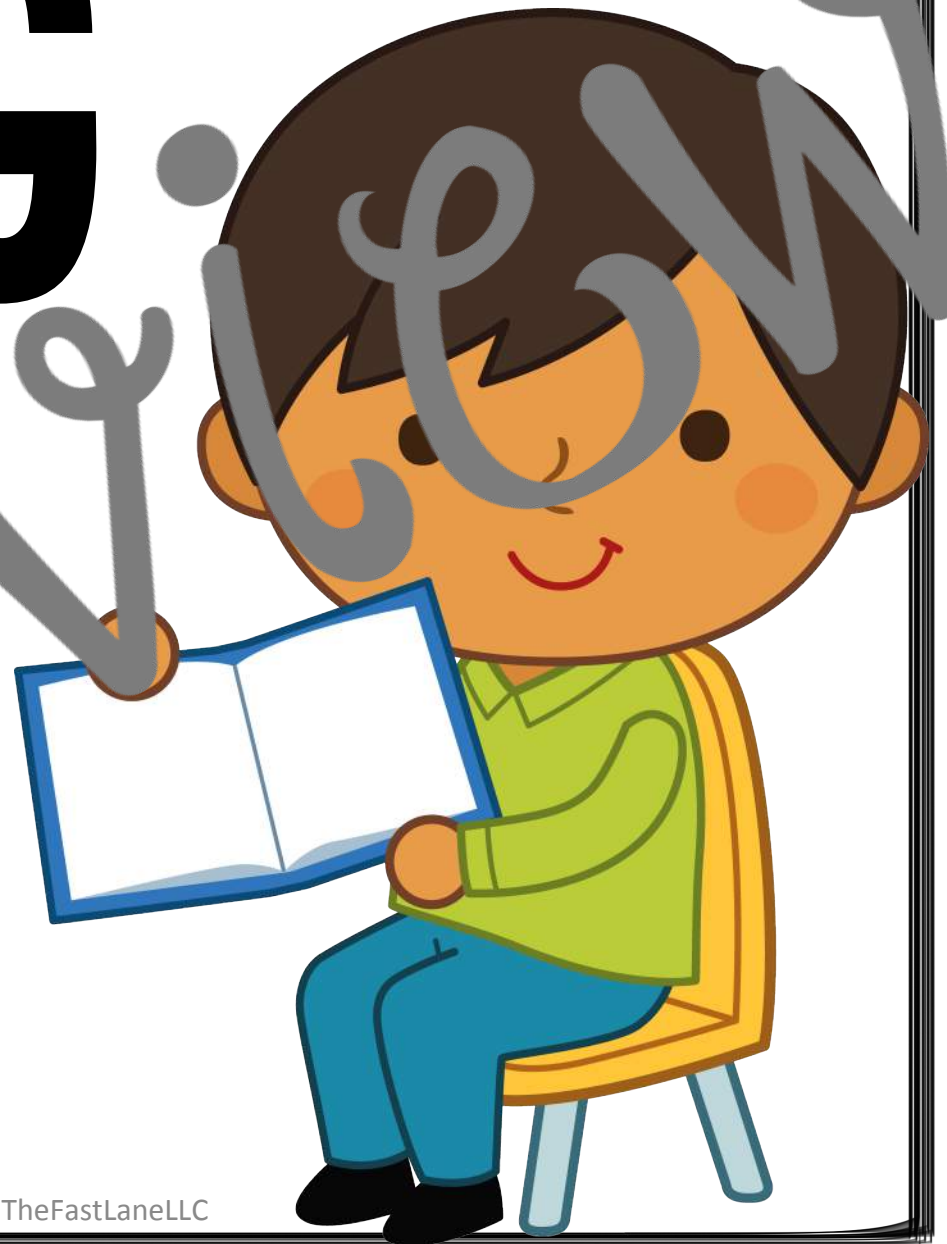
1. You are found and placed on a shelf.
2. You were found and checked back into the library. You find yourself on a cart to be shelved.
3. You are found and checked out.
4. You are now where to be found and stay lost.
5. You are found and being repaired after getting wet.
6. You are found and are being read to a class.



BEING REPAIRED

1. You are fixed and placed back on a shelf.
2. You are fixed and find yourself on a cart to be shelved.
3. After being repaired you are checked out.
4. Uh oh! You are lost somewhere in the library!
5. You were really torn, continue being repaired.
6. You are fixed and are being read to a class.

BEING
READ



BEING READ

1. After you are read you are placed back on a shelf.
2. The librarian places you on a cart to be shelved.
3. You were lost and now are being checked out.
4. Um oh! You are lost somewhere in the library!
5. You were run by two students and are now being repaired.
6. You are being read to another class.

Name_____

#_____

Date_____

LIBRARY BOOK DICE SIMULATION

1	Begin	11	
2		12	
3		13	
4		14	
5		15	
6		16	
7		17	
8		18	
9		19	
10		20	

LIBRARY BOOK DICE SIMULATION

EXAMPLE RECORDING SHEET

1	Begin on a shelf	11	On a cart
2	Being read	12	On a shelf
3	On a cart	13	Being read
4	Lost	14	Checked out
5	On a Shelf	15	Lost
6	Checked out	16	Lost
7	Checked Out	17	Being read
8	Lost	18	On a shelf
9	Being repaired	19	Being read
10	checked out	20	On a cart

TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a book going through the library system.
- 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

I feel as though I have been waiting on this shelf for my entire life. I thought that life as a library book would be a nonstop shuffle of being checked out, read, and returned to be checked out again, but so far life has been pretty dull. All the books around me seem to be getting checked out and living the dream, but I just sit here. I can feel the humidity seeping into my pages, making me old before my time. What else can I do though, but just sit here and wait for my time.

The time has finally come! Early this morning the librarian ran her fingers along the spines of all the books and then chose me. She chose me! I savored every moment of being held close to her as she walked me across the library and into the reading nook. She sat in the rocking chair and held me up to a whole class of kindergarteners. I stretched my spine and beamed as I was read to every class that visited the library that day. I just knew that this was the beginning of something big for me!

After being read to all the classes I was placed back on the cart in order to be shelved, but I didn't stay there long. The cart was bumped, and I fell beneath the circulation desk. It was dark and scary under the desk, and I could only hope that I would be soon discovered. Instead, I stayed hidden under there for a full week before the librarian dropped her pen and found me when she bent over to pick me up.

Thankfully I skipped the cart and was immediately returned to the shelf with my friends. I told them the tales of being read to all those classes and then the dark times under the desk. My next door neighbor assured me that after being read to so many students I was sure to be checked out now!

Before I knew it, my dreams came true! I was checked out by a second grader that held me so tight I could feel his heart beat against me. He took me home and read me to his entire family. It was a dream come true!

RUBRIC FOR LIBRARY BOOK 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.

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