

# LEPRECHAUN

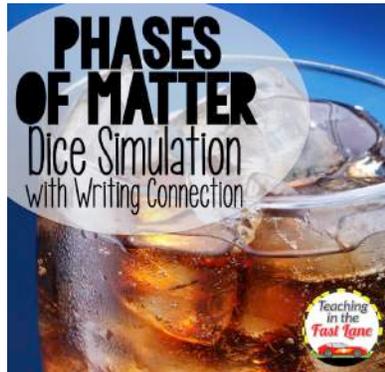
Dice Simulation  
with  
Writing Connection



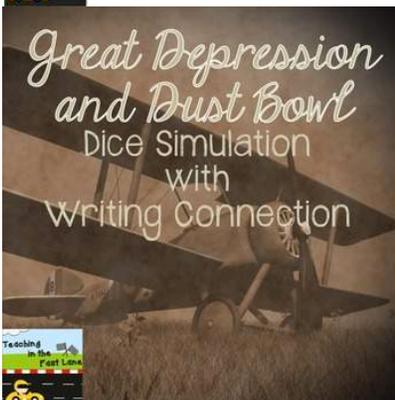
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# Teaching in the Fast Lane

## FOR MORE SIMULATIONS!



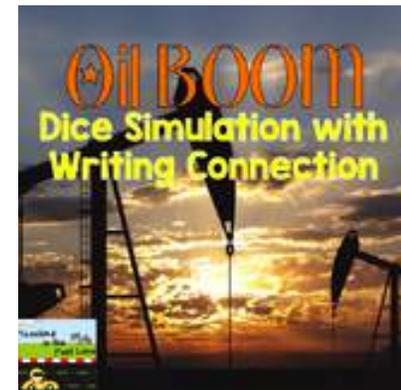
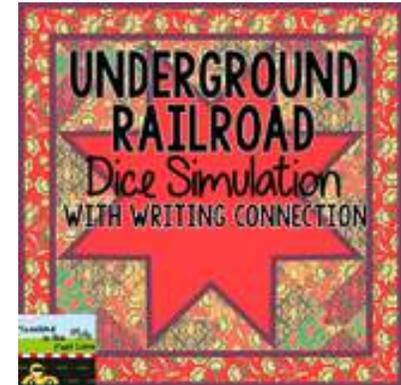
**CIRCULATION OF A DOLLAR**  
Dice Simulation  
AND WRITING CONNECTION



**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 with my students the week leading up to St. Patrick's Day 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

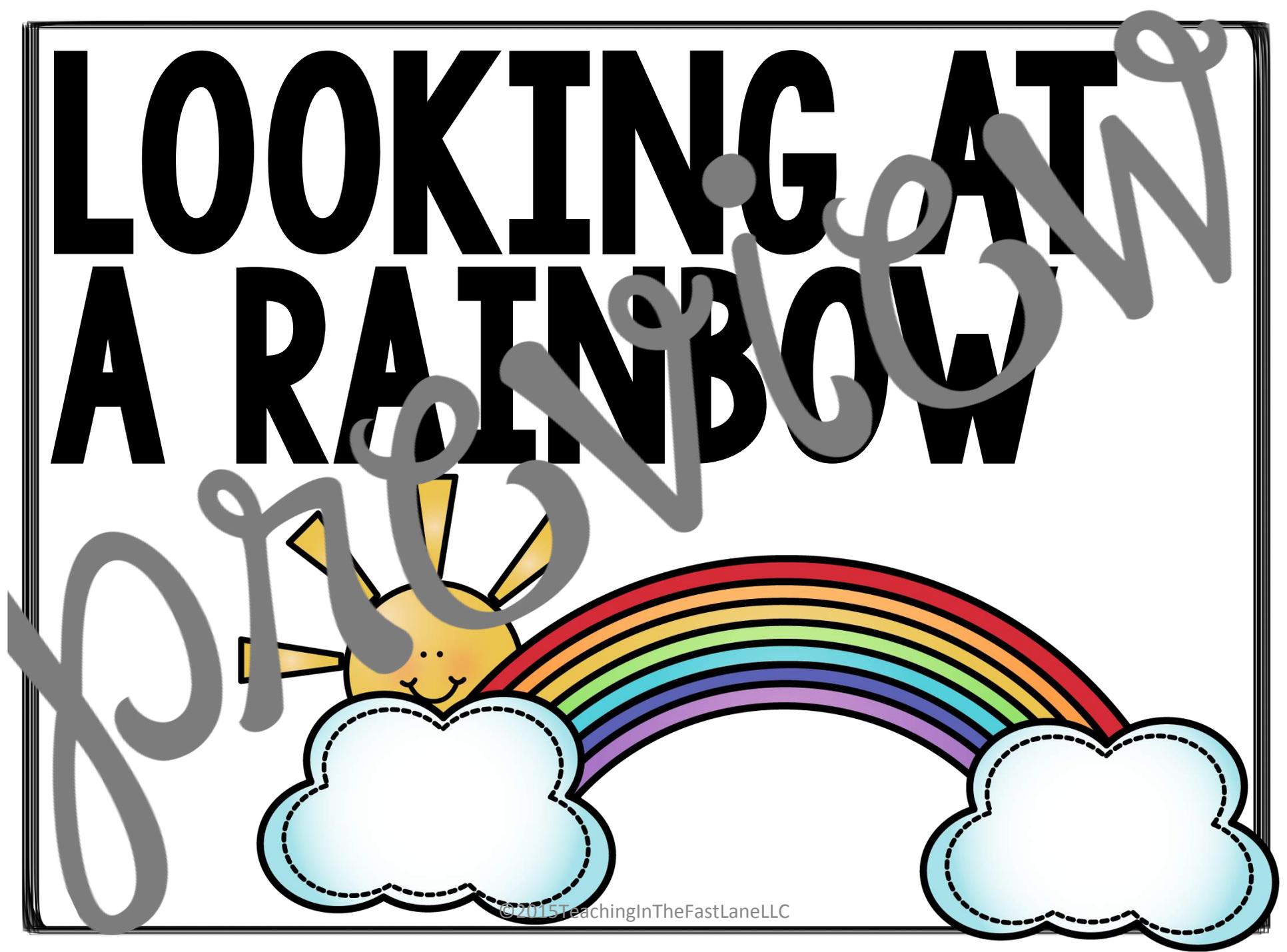
- In order to avoid a pile up at one particular station, number students off 1-6 and send them to the following station.
  1. Go prancing through the field looking for four leaf clover.
  2. The sky is beautiful, and you can't keep your eyes off that rainbow.
  3. You better make sure no one has found a pot of gold.
  4. What would today be without causing a lot of mischief.
  5. You have some down time, so you count your cows.
  6. Get your energy out and dance a jig.
- After each student finds their starting location, they should begin to circulate.
- At each location, roll the die and record 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.



# IN FOUR LEAF CLOVERS

1. It is so beautiful here, stay in the four leaf clover a bit longer.
2. The sky is beautiful, and you can keep your eyes off that rainbow.
3. You better make sure no one has found your pot of gold.
4. What would today be without causing a bit of mischief.
5. You have some down time, so you count your coins.
6. Get your energy out by dancing a jig.

LOOKING AT  
A RAINBOW



# LOOKING AT A RAINBOW

1. You think you may have lost a coin in the four leaf clovers, so you better go look.
2. The sky is beautiful, and you can't keep your eyes off the rainbow.
3. It's been a while since you checked on your pot of gold.
4. You get accused of creating a bit of mischief.
5. Add some new coins to your collection and count your coins.
6. You hear some great music and can't keep yourself from dancing a jig.



**BY YOUR  
POT OF GOLD**

# BY YOUR POT OF GOLD

1. You move your pot of gold to a field of four leaf clovers.
2. You look up from your pot of gold to see a breathtaking rainbow.
3. You are nervous about your pot of gold, so you stay a while longer.
4. Now that you know your gold is safe time to create a bit of mischief with someone else's.
5. While you are here you might as well count your coins.
6. Your friends invite you to a party and you begin dancing a jig.

# CREATING MISCHIEF



# CREATING MISCHIEF

1. That's enough fun, time to relax in the hunts of clovers.
2. You get distracted by a beautiful rainbow.
3. You better make sure no one has found your pot of gold and done some mischief of their own.
4. You are having so much fun creating a bit of mischief that you decide to carry on.
5. With the new coins you got it is time to count your coins.
6. Get your energy out by dancing a jig.



# COUNTING YOUR COINS

# COUNTING YOUR COINS

1. You are tired, so you go to take a nap in the four leaf clovers.
2. You get distracted by a gorgeous rainbow high in the sky.
3. You go and add your coins to your pot of gold.
4. What would today be without causing a bit of mischief.
5. You have some down time, so you count your coins.
6. Get your energy out by doing a bit of dancing a jig.

# DANCING A JIG



# DANCING A JIG

1. All that dancing made you tired, head to the four leaf clovers for a map.
2. The sky is beautiful, and you can keep your eyes off that rainbow.
3. You better make sure no one has found your pot of gold.
4. With everyone dancing, now is the perfect time to create a bit of mischief.
5. You find some new gold, time to count your coins.
6. You are having so much fun, keep dancing a jig.

Name \_\_\_\_\_

# \_\_\_\_\_

Date \_\_\_\_\_

# LEPRECHAUN DICE SIMULATION

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

# LEPRECHAUN DICE SIMULATION

## EXAMPLE RECORDING SHEET

1	Begin creating mischief	11	Rainbow
2	In the four leaf clovers	12	Creating mischief
3	Rainbow	13	Counting your coins
4	Pot of Gold	14	Pot of gold
5	Counting your coins	15	Creating mischief
6	Dancing a jig	16	Dancing a jig
7	Dancing a jig	17	Four leaf clovers
8	No four leaf clovers	18	Rainbow
9	Rainbow	19	Pot of Gold
10	Pot of Gold	20	Pot of Gold

# TEACHER DIRECTIONS FOR NARRATIVE

- After completing the dice simulation, students are ready to write a narrative from the point of view of a leprechaun on St. Patrick's Day.
  - 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 found myself hiding behind a large tree waiting for his majesty to leave his horse behind. As soon as he had tied him up I jumped out and quietly released him. I sent him off alone, knowing the king wouldn't even know what happened. That's the kind of mischief I like, the kind where no one knows I'm involved so I can't get in trouble.

Hiking up the mountain to play my little trick had really taken it out of me, so I curled up in a patch of lovely four leaf clovers to take a nap. I slumbered peacefully when all of a sudden I could hear in the distance the king's men running around and shouting. Apparently they had just noticed that his horse was gone. I chuckled to myself and fell back asleep.

The next time I woke up I was feeling rested, so I stretched and stood up. I looked up into the sky to see the most breathtaking rainbow stretching all the way from the valley to the mountains. It was the most vibrant rainbow that I had seen in quite some time. The blues and violets in particular were just stellar.

Staring at the rainbow made me think about my pot of gold. I hadn't visited it in a few days, and rainbows always had people looking for them, so I better go check on it.

I was glad I went to check on my pot of gold, because when I arrived it was clear that someone had been creating a little mischief of their own. The pot was turned on its side and there were gold coins everywhere! I hurriedly picked up the coins and returned them as I returned them to their pot. I was missing three, but I figured that wasn't too bad. In celebration I danced my favorite jig and sang myself a little song. The next order of business was to find some gold to replace what I had lost. I set out on a journey to find the end of the rainbow. Wish me luck!

# RUBRIC FOR LEPRECHAUN 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.

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