ROLL THE DICE

1) Introduction

The game «roll the dice» was created by the students in the school Sant Bonaventura of Arta for the cultural activities of the year 2013 – 2014.

2) Content:

- 4 counters
- 1 dice
- 1 sand clock
- 1 board
- 1 card display
- 400 cards
- 4 notebooks + 4 pencils

3) Objective

The objective of this game is to fulfill the task and arrive to the square in the center with 4 main tasks and make the final activity. And the most important task is to have a good time.

'David and Daniel

4) The Game

·Who starts?

Each group roll the dice and the person who has the biggest number, starts.

If two or more teams have the same higgest puntuation, they roll the dice again

·What happens when we win one task but we aren't in the principal squares?

When we win, we roll the dice again.

-What happens wen we win one task and we are in the principal squares?

When er ein one task, we got one card and we roll the dice again

-What happens when we lose one task? We lose our turn

Cayetano and Alline (4)

- Com realizar les proves.

Pictionary: One or two players draw the word in the card for the people of their team answer. You mustn't talk, do sounds, mimic and write words or leter

Mimic: One or two players represent the word in the card for the people of their team answer. You mustn't a talk, do leters and use a object. But you can do sounds and anamatopeya.

Pep Toni Gomila and Bernat Esteva

<u>Taboo:</u> one or two players explain the word, without say the prohibite words or his derivats, because your group must to guess the word.

<u>Questions</u>: only one person can answer the questions and you only have one oportunity to answer. You must to choose between a) b) or c). Josselin

5) Observacions

- -The maximum time in the text is 30 seconds.
- -In each turn, you must change the players who does the next text.
- -Before the next turn, you turn the watch. The others teams control the time and the rival answer is correct.
- -Except the question, the partners of the team should many answers are possible.
- -In each text you must do and respound in the sane idiom at the cart.

Miquel and Jordi

- -The players who answer the activities can't look the card that they will guess.
- -You can only cross the central square when you won all the main activities.
- -There isn't any order to win the main activities.
- -When you arrive to the central square, you must do four activities and if you win two you are the winners.

6) Advice

You should change the leader of the activity in each turn, but if you want you can choose a specialist for each main activity.

Laura Díaz and Laura Vives