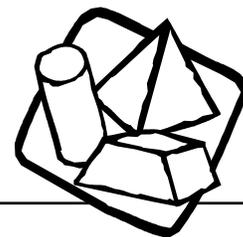


Dicey Directions



In this game players are stuck in a right turn only world! While playing the game they learn if they can get anywhere, or if the rules of the game make it impossible to reach home.

What you need

Die Game pieces Game Board

What to do

For 1 to 4 players:

1. Pretend you are a in a new world that only allows right turns and forward progress.
2. Move along the lines as if they are streets. Where two lines (streets) meet is a corner. Everyone must end at the “home” point on the grid.
3. Players place their markers anywhere on the grid except the home point.
4. Decide who goes first.
5. Roll the die. This tells you how many times to go one forward and turn right. (For a first roll of 3 the marker must move 1 step, turn right, 1 step, turn right, 1 step, turn right.)
6. Roll the die again. This roll tells you how many steps to go forward. (For the second roll of a 5, then the marker has to move 5 steps forward.)
7. If you run into the edge you stop.
8. Take turns making your moves.
9. The challenge is to get to the home point on the grid. If you play the game with other people, the first person to get home wins!

What to ask

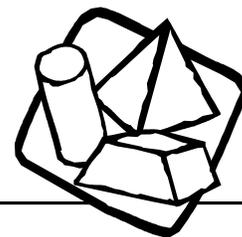
- How many right turns do you need to make to go in the opposite direction?
- How many right turns are needed to be back in the same place?
- Let’s say you want to turn left from your present position. How many rights do you need to be going left of your starting point?



Did you know?

Turning right 90 degrees and turning right again 90 degrees translates to a person walking in the opposite direction of where he started. This activity provides an opportunity to think about the relative nature of directional terms such as right and left. Many adults prefer location terms such as east, west, north, and south because of the confusion directional terms like right and left can cause.





What's next?

- Try this out in a large room or outdoors. Choose a destination.
- Make up your own game under these new conditions.
- You decide what the rolls of the die mean and you decide what determines one step.

To learn more

Mapping Penny's World

by Loreen Leedy

Lisa follows her dog to where she has hidden her bones. Lisa makes a map of what she finds in Penny's world.

Me on the Map

by Joan Sweeney

A girl draws herself in progressively bigger world, from herself in her bedroom to herself on the globe.

How it helps with school

Texas Essential Knowledge and Skills (TEKS) Standards

Underlying Processes and Mathematical Tools: 3.15C; 4.14C; 5.14C

National Council of Teachers of Mathematics (NCTM) Standards

Geometry, Problem Solving

Dicey Directions

HOME									

