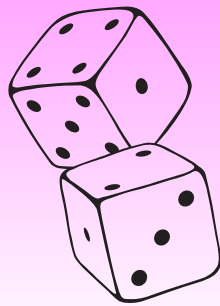


DICE GAMES

Dice Match

Materials needed: 1 dice per child, score pad/pencil

Pick a child to roll a number. Whatever they roll, everyone else has to roll their dice to match the same number. Each student tracks how many rolls it takes to reach the designated number. (This can be used as a review game: How many days did God spend to create the world? Everyone rolls a 6. How many men were thrown into the fiery furnace? Everyone rolls a 3.)

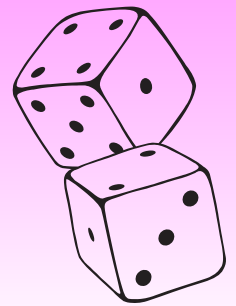


DICE GAMES

Dice Dash

Materials needed: 1 dice per child, score pad/pencil

Student picks a number to be rolled, i.e. – 6. Rolling all (5) dice, if they roll a 6 as one of the dice, they can continue to roll or stop and record the sum of all their dice. If they do not roll a 6, their turn is over and they lose all the points from that turn. They must decide whether to keep their points or roll again before each roll. Most points wins.



DICE GAMES

Dice Discussion

Materials needed: 1 dice per child, score pad/pencil

Use the following questions to review the story.

1. Re-tell the story in your own words.
2. What did you learn about God from the story?
3. Choose one character in the story. Do you agree with the choices that character made? Why or why not?
4. What do you think God wants to teach you from this story?
5. What's one question you have about the story?
6. Describe how this story made you feel. Why did it make you feel that way?

Each student rolls and answers the question that corresponds with the number rolled. If they answer correctly, they can tally points for the number they rolled.

