

# SKUNK!

## Materials:

Task cards, One set of dice, Task Card Answer Sheet and Point Chart

## Set UP:

Write each letter of the word SKUNK in a column going down on the board or use the chart provided in this packet.

## How to Play:

Each letter of the word SKUNK is a round. A round does not end until a number one is rolled.

For the first roll of the dice in round one, each student in the class stands. The teacher rolls the dice. Add the two numbers on the dice together. That is the amount of points that the students may earn for that roll.

Put one of the task cards up on a visual presenter. Have students write down the answer to the card. They can write their answer on the answer sheet provided in the task card packet.

If they get the answer right, they earn the points. If they get it wrong, they earn no points. Students can record their points on the point chart at the bottom of their answer sheet.

When it is time to roll again, students have to decide if they want to remain standing or sit down because if a number one is rolled at any time, those who are standing lose their points for the round and then the round ends. Play then goes to the next round (next letter in SKUNK).

Students can decide at any time in each round to sit down and save their points or stay standing and risk them.

\*If two ones are rolled, those who are standing lose their points for the whole game. The game ends once the last round (K) is completed.

Students will learn strategy and review content at the same time!

# Example Game

Skunk is written on the white board like the following.

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>

In the first roll, every student stands. The teacher rolls two dice. The dice land on a two and a four. The teacher then writes a 6 in the S box and puts up a task card. Students write the type of sentence that they think the sentence on the card is. Once pencils are down, the teacher reveals the right answer. Those students who were correct place a 6 in their S box. So, let's say Tammy got it right, and Shannon gets it wrong. Their cards would look like the following:

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>
6				

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>
0				

Now, it's time to roll again. Let's say a six and a two are rolled. The teacher places an 8 on the board. Tammy and Shannon Both get it right. Now under her 6, Tammy would write an 8. Under her 0, Shannon would write an 8.

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>
6 8				

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>
0 8				

In the next roll, Shannon decides to play it safe and keep her 8 points, so she sits down. Tammy decides to keep standing and try to earn more points. This time, when the dice are rolled, a 5 and a 1 are rolled. At this point, Tammy loses all of her points for that round. She will simply mark an x through her points. Shannon keeps her points for the round, and it's now time to move on to the next round (K).

Let's say it is round N. If during this round, two 1s are rolled, whoever is standing would not only lose his/her points for that round, but he/she would lose all points for the entire game.

<b>S</b>	<b>K</b>	<b>U</b>	<b>N</b>	<b>K</b>
<del>6</del> <del>8</del>	<del>5</del> <del>1</del>	<del>10</del> <del>7</del>	<del>1</del>	

# Task Card Answers

Name \_\_\_\_\_

**Points**

S	K	U	N	K



# Watch Out for the Number One!

- Play for the sum of the dice.
- Each round lasts until a #1 is rolled.
- When a #1 is Rolled = All who are standing lose their points for the round!
- If two #1s are rolled = All who are standing lose their points for the whole game!

**S**

**K**

**U**

**N**

**K**