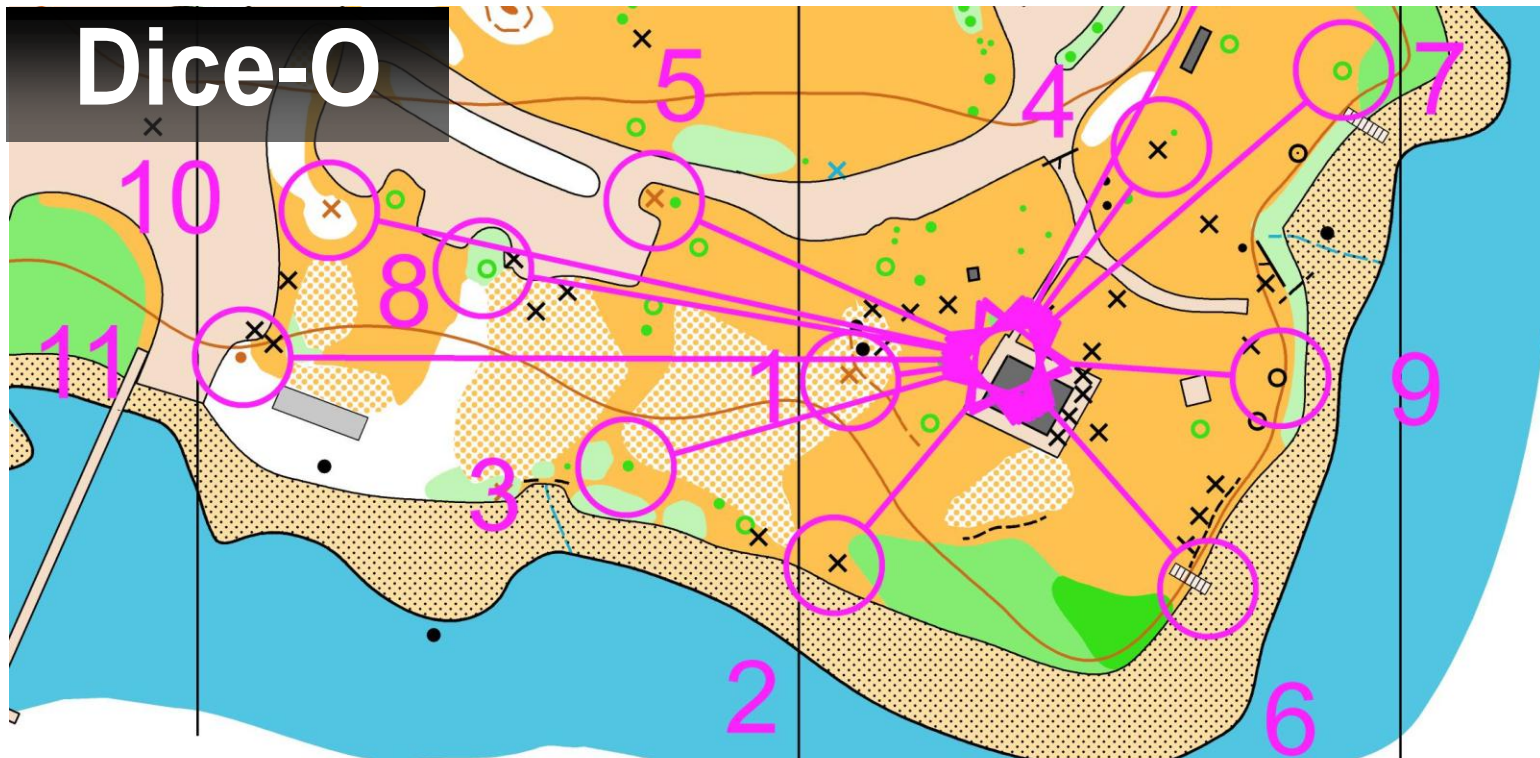


# Dice-O



## ACTIVITY DETAILS

### AGE

8+

### MATERIALS

Maps  
Flags with punches  
Control card  
Dice

### TIME

20-30 minutes

### GOAL

To introduce independent navigation in safe and comfortable environment

## INSTRUCTIONS

### SET UP

- Plan a course with 12 legs coming from a central start location
- Place a flag with a punch or with a number of marker tokens at each control site

### ACTIVITY

- Divide the group into pairs
- Provide a map to each pair
- Explain that each team must roll either one or two dice at the beginning of each turn to decide which control to visit
- One partner will take the map and punch card and find the first rolled number. The other partner will wait at the start and roll again. When the first partner finds the control, he/she returns to the start and gives the map and punch card to the second partner. The partners switch until they find all 12 controls or they reach the time limit
- If a team rolls a number they have already visited, they may roll again until they roll an unvisited number. A variation of the game is that any number rolled must be visited even if it has been visited before. This variation does not work well with young juniors
- It can be helpful for teams to write down the numbers that they have visited on a piece of paper so that they can keep track