

“Art-Zee!” Dice Game (art + math)

Using small wooden blocks that they decorate with symbols, letters, numbers, patterns or images, students create their own dice and colorful “shaker” jar. Photocopy the scorecard on page 2 of this lesson plan to play a simple version of the well-known dice game that has been enjoyed for generations.

Young students can simplify with colors and shapes. This project could be used to teach the picture languages of other cultures (such as Egyptian hieroglyphics or Chinese symbols), to recognize ideas found in art (pattern, color, etc), or simply a fun way to represent the themes of a particular season (Halloween, Valentine’s Day, etc), Students will use basic math skills exploring patterns, counting and forming groups.



Grade Levels K-6

Note: instructions and materials based on a class of 25 students. Adjust as needed.

Process

1. Distribute 5 blocks to each student. Fine line markers or colored pencils both work well as drawing media on the blocks.
2. Students choose an image or symbol and draw it one side of each block - so each block will have a matching side. Selecting another image, students will repeat it on all six blocks. Continue on all sides of the dice.
Six designs, repeated five times = 30 total drawings.
3. Make a colorful “shaker” from a clean, dry jar or can. Cut self-adhesive Wonderfoam® sheets to fit around the jar, peel and stick. Roll the jar to press the adhesive firmly to the surface. Decorate with Wonderfoam® Shapes, glitter glue, markers, buttons, etc.
4. To play, form groups of 2-3 players. The object of the game is to be the first to check off the 8 categories on their score card. Players will take turns, beginning by rolling all 5 dice. The player has the option of taking the roll as it is or leaving some of the dice in place and re-rolling one time to try and score a certain category. If a category is already checked off, players may use their free roll - If the free roll has already been used, and a desired combination is not reached, that player is out and will wait until the next game begins.

Materials

3/4" Wood Blocks (60452-1072), bag of 72, need 5 per student

Faber-Castell® Fine-Line Washable Markers (21290-0209), distribute throughout class

Creativity Street® Wonderfoam® Peel & Stick Sheets (61731-1023), pack of 20 9" x 12" sheets, need 1/2 sheet per student

Creativity Street® Wonderfoam® Peel & Stick Shapes (61731-1010), pack 720 assorted shapes, distribute throughout class

Jar, approximately 4" high, 1 per student

Options:

- To make the drawings on the wood blocks more permanent, use **Sharpie® Fine Point** (21316-) or **Ultra Fine Point** (21315-) markers in assorted colors.

National Standards

Content Standard #3— Choosing and evaluating a range of subject matter, symbols, and ideas

K-4 Students select and use subject matter, symbols, and ideas to communicate meaning

5-8 Students use subjects, themes, and symbols that demonstrate knowledge of contexts, values, and aesthetics that communicate intended meaning in artworks

 **BLICK® Art-Zee!**

- 1 Pair
- 2 Pair
- 3 of a kind
- 4 of a kind
- Full House
(3 of a kind + 1 pair)
- Art-Zee! 5 of a kind
- 1 of each
- Free Roll

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