

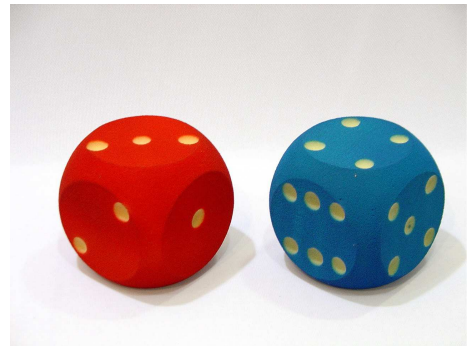


Giant Dice Suggestions

Race Games:

Requires 1 die + Chess/checker Mat (optional) or tape/chalk line + Multi-Purpose Vests (optional)

- Six teams of whatever size choose one member as a racer and the others become the Cheering section/Pit Crew.
- Use our Giant Chess/Checker Mat or create a six row grid using tape or chalk line on the ground. This is the racetrack.
- Number the racers from 1 to 6 (or use our Multi-purpose Vests) and have racers get in their respective positions in front of the Mat/Track.
- Each Team (not the racers) will take turns rolling the die advancing the racers forward depending on which number is rolled.
- First racer to reach the finish line wins. Keep rolling for Second and Third place finishes if you desire.
- For an Extra Fun Twist get creative with your racers - make them into horses, reindeers, cars, farm animals or even name them after famous Athletes!



For Training:

- Divide group into teams.
- Designate categories, related to your topic, corresponding to each number on the dice.
- Teams take turns rolling the dice and then answering questions from the category of the number rolled.
- Teams can be awarded points for right answers and deducted points for incorrect answers.
- Add excitement by giving bonus rolls and double point rounds.

Discussion Prompter

- Designate a range of subjects for each number on die one (e.g. customer, manager, client)
- Designate issues for each number on die two. (e.g. performance, budgets, progress reports).
- Then have each team toss each die to select and report on their random scenario.