9 Ways to use your Write 'n Toss Dice

Game Board Advancer

Toss die to generate the number of spaces to advance on a game board. For this use, you might number the writeable card sections from 1 to 4 and then include one or two spaces that say "*Back one space*" or "*Advance 2 spaces*."

Game Points Awarder

Toss die to determine how many points the next question will be worth. Using this method, you can either have players advance this number of spaces on a game board, or simply tally the number of points each team accumulates. For added fun, label one section "*Double the points of your next toss*."

Question Selector

When playing a question-and-answer game, toss die to select which category of questions to ask each group. The die toss determines the topic from which the question will be asked. If the team responds correctly, points are added to their tally. If they respond incorrectly, points will be deducted.

To add additional excitement, add either a "*Bonus*" question category – valued at double point value – or "Lose a turn."

Another variation is to add "Pass" cards. Simply hand out 2 "Pass" cards to each team. If a team decides to use one of these cards, they do not have to respond to the question and risk losing points. Instead, they can choose a competing team to pass along the question. The receiving team will have points awarded or deducted, depending on the quality of their response.

Prize Winner Selector

Assign each player a number or use a numbered roster that has been copied to a transparency and can be projected on your training wall. For this application, you would create as many "writeable cards" as you have players. If you have multiple prizes, divide your group into teams and select one team to receive the grab bag of prizes.

Contestant Selector

Toss die to select a player or a team to answer a question or complete a task. Simply assign numbers to each participating member or team.

Time Selector

Toss die to select the amount of time teams have to complete a task or the amount of minutes of the next class break.

Letter Selector

Toss die to select a letter from the alphabet. Allow the tossing team to pick a discussion topic that begins with this letter. (Option: Use a second tosser to determine how many minutes will be spent on this topic.) The group that "got" the letter will either lead a discussion on that topic or present their thoughts on that topic.

Discussion Starter

Create a toss die with six of your own topics for discussion. Toss die to select which topic will be discussed. Alternatively, prepare a set of 10 to 12 questions for each topic. Then, divide the group into teams and let each team toss the die to determine which question category they must answer. If they respond correctly they get to advance 1 space on the board or receive a designated number of chips or points. If they respond incorrectly, this completes their turn. Consider "upping the ante" by designating a number of points for each question, depending on its difficulty.

Scenario Creator

This application requires 2 Dice.

For die 1, prepare a range of 'subjects' such as: customer, manager, client, etc.

For die 2, prepare a range of 'issues' such as: invoice, performance appraisal, delivery date, progress report, co-worker, etc.

Then have a team toss each die to select and report on their random scenario.

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