

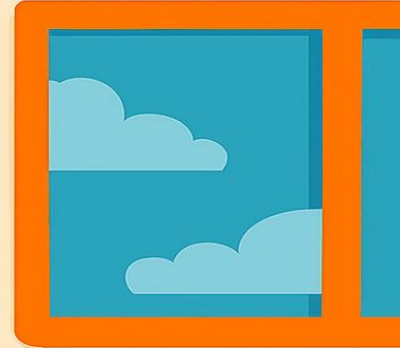
ROLL FOR ENGAGEMENT



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DOWN
WITH
BOREDOM



Created
by: Scott
Hebert



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Introduction

Welcome!



The following slides explain the rationale of how and why
“Roll for Engagement” works!

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What?



This idea connects with the “**Roll for...**” series and the emerging popularity of unpredictability and randomness of dice - both major components of true gamification - in order to bring new life to the creation of assignments and projects in education!

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Why?



“**Roll for...**” series are exploding and captivating audiences around the world to try new combinations of things they would normally not consider to work well together. In a space like education, which screams of repetition, this is a simple way to push student engagement and creativity

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How?



Following the basic premise of the “**Roll for...**” series the teacher and/or students will roll to determine the variables and conditions for their assignments and projects!

Here is how that would look ...

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The Format

Here we
roll...!



Let's check out the rolls in order with explanations of how they work!

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Phase 1

Phase 1 -> Roll for Roller (D4)

AKA: Choose Your Party Leader

1	Teacher
2	Student
3	Group
4	Colleague

We begin by determining who will roll for the assignment. Adding this aspect adds an element of fun and sparks discussion with the kids. While we know rolls are random, kids will always believe they could have rolled “better” resulting in a want to complete more rolls and assignments.



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Phase 2

Phase 2 -> Roll for Setup (D2)

AKA: Choose Your Team

1	Solo
2	Group

This is the roll to determine if this will be a group or solo project.

If it rolls group we add an additional roll for team size...

Phase 2.1 (If Group) -> Roll for Size (D2)

AKA: Choose Your World

1	2
2	3-4



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Phase 3 - Optional

Phase 3 -> Roll for Subject (D8)

AKA: Choose Your World

1	Math
2	Science
3	LA
4	Social Studies
5	History
6	Phys Ed
7	Wild
8	Roller's Choice

Based on the subject you roll is the outcome you choose to assess!



*Wild

Use any additional course the teacher may teach (e.g., Religion, Coding)

Some teachers specialize while others, like elementary teachers, are generalists. That being said, *this optional* roll can be used to determine the subject of the project or assignment! This of course can be edited to fit the teacher's individual course load!

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Phase 4

Here we roll
the type of
assignment
to be done!



Phase 4 -> Roll for Assignment (D10)

AKA: Choose Your Enemy

1	Poster
2	Interview
3	Opinion Piece
4	Subscription Box
5	Advertisement
6	Comic Strip
7	Game
8	PODcast
9	Infographic
10	Research Project

Each Type Explained

Create a poster depicting the required content
Interview with someone about and/or related to content
Write your opinion of the required content
Formulate a subscription style box outlining key elements
Advertisement to sell product or idea of content
Comic strip with beginning middle end of content
A game with rules helping teach the content
Debate, describe, and defend a theme or idea in a podcast
Infographic with history and statistics and fun facts
Deep dive on a specific aspect of the content

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Phase 5

Here we roll for
how we will
have the
student deliver
the assignment



Phase 5 -> Roll for Delivery (D6)

AKA: Choose Your Weapon

1	Presentation
2	Gallery Walk
3	Class Paper / Book
4	Video
5	Role Play Skit
6	Product Pitch

Each Style Explained

A presentation in front of the class
A museum style setup with displays
Compile all components into a class book/paper/magazine
Prepare a digital video presentation
A live action play in front of the class
Sell your ideas or items just like Shark Tank

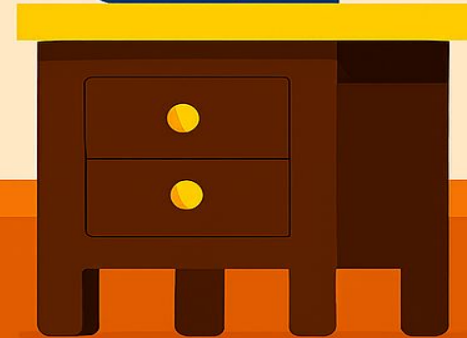
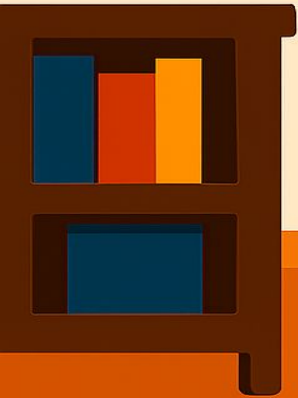
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Phase 6 - *Optional*

Phase 6 -> Roll for Theme (D8)

AKA: Choose Your Armour

1	Space
2	Western
3	SciFi
4	Medieval
5	Superhero
6	Spy
7	Alternative Universe
8	Pirate



While *optional*, themes add a challenge for language and style of delivery to the assignment pushing creative ideas and thoughts about how to complete the project. Some classes have themes so it can be defaulted to that or made to challenge the kids with new language and writing styles!

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Here we roll for a challenge the students have to accomplish in their assignment!

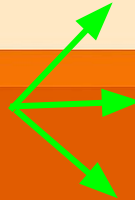


Phase 7

Phase 7 -> Roll for Challenge (D12)

AKA: Choose Your Magic

1	Must Rhyme
2	No Paper Allowed
3	Contains A Meme
4	No Tech Allowed
5	Word Limitation
6	Work In Silence
7	Time Limitation
8	Pictures Only
9	No Textbook
10	Social Media Post
11	Contain Recycled Materials
12	Double Trouble



Challenges Explained

Aspects of the assignment must contains rhymes
Nothing can be submitted on paper of any kind
It must contain at least one original meme re: content
No technology at all can be used in the assignment
Limitation on the amount of words that can written or spoken
No talking with anyone during the assignment even in groups
Limitation on the amount of time for presentation or completion
No words used only pictures or drawings
No use of textbooks only student notes
Project must be a social media style post
Must contain something built with recycled materials
Roll two dice for 2 challenge variables

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Phase 8

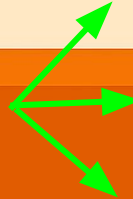
Here we roll
for the prize!
Adjust to fit
your class!



Phase 8 -> Roll for Prize (D8)

AKA: Choose Your Reward

1	Extra Phys Ed or Recess
2	Movie Day
3	Game Day
4	Class Party
5	Freedom
6	Break A School Rule
7	Homework Pass
8	Student Choice



Prizes Explained

Class earns an extra Phys Ed period or extended recess
A movie with treats for the class
Kids get a period of time to play board and video games
Class can have a party with treats
Class gets a set period of time free to use at their choosing
Allow students to break a simple school rule (ex: hats, music, etc)
Skip one homework assignment
Class can vote for a reward of this choosing

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Bonus
Phase 9

Phase 9-> Roll for Percentage Goal (D100)

AKA: Choose Your Target

1-100

= % Goal for success

While optional, if chosen, this can set the percentage goal for the project *to be considered a success* after grading where by they can earn their prize! Teachers can play this two ways (1) Let the dice decide here or (2) Skip this and set a minimum standard yourself!

Ex: Dice rolls 62 so if you get 62+% you earn the prize but if they score 84% that of course is what their grade is for the assignment!



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Assessment

So how do we
access such a
wide variety of
options you may
be thinking?



Since all projects cannot be predicted as the dice are random, an open ended rubric has been created to encompass the main components of any and all projects/assignments. *It can be adjusted to fit as needed!* Remember, we are creating assignments which promote critical thinking but must ultimately demonstrate understanding of the given outcome being assessed!

Scoring Rubric					Total Score: _____ / 28
Criteria	4 – Excellent	3 – Proficient	2 – Developing	1 – Beginning	Score
Clarity of Purpose	<i>Clear, compelling, fully achieved</i>	<i>Clear, mostly achieved</i>	<i>Somewhat clear, partially achieved</i>	<i>Unclear or not achieved</i>	_____
Planning & Organization	<i>Exceptional structure, flawless flow</i>	<i>Well-organized, minor lapses</i>	<i>Inconsistent, some gaps</i>	<i>Minimal or no planning</i>	_____
Quality of Work	<i>Thorough, accurate, polished</i>	<i>Meets expectations, minor errors</i>	<i>Incomplete or notable errors</i>	<i>Minimal, inaccurate</i>	_____
Creativity & Innovation	<i>Highly original, inventive</i>	<i>Some originality</i>	<i>Limited originality</i>	<i>No creativity evident</i>	_____
Impact & Relevance	<i>Strong, measurable impact</i>	<i>Clear impact</i>	<i>Limited impact</i>	<i>Minimal or none</i>	_____
Spelling & Grammar	<i>Flawless</i>	<i>Few minor errors</i>	<i>Frequent errors</i>	<i>Many errors</i>	_____
Illustrations / Drawings	<i>Clear, well-executed, enhances work</i>	<i>Relevant, mostly clear</i>	<i>Present but unclear</i>	<i>None or unrelated</i>	_____



Comments & Feedback	
(Use this space for detailed notes on strengths, improvements, and next steps)	

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Expansion Ideas

There is more
we can add for
increased
variety!



The following are ideas of different elements that can be added to expand the “Roll for Engagement” experience for your students!

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Bonus - Tokens



The tokens are a way to throw in some unexpected twists into the randomness of the dice! They can be awarded to students at any point making for a good incentive.

Here are the five base tokens thus far...

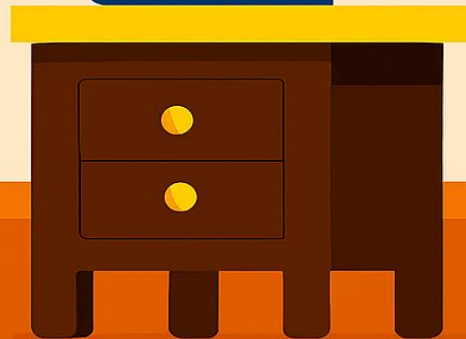
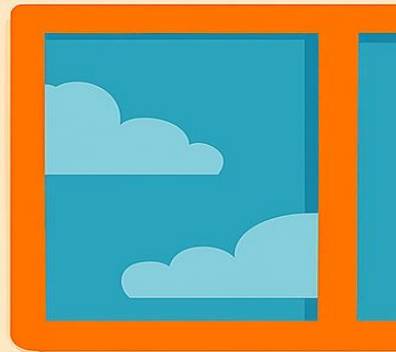


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Tokens - 1

Veto Re-Roll



This token allows the user to
re-roll a dice throw in order to
change up an outcome



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Tokens - 2
Veto Choose



This token allows the user to
select the specific outcome of a
specific roll





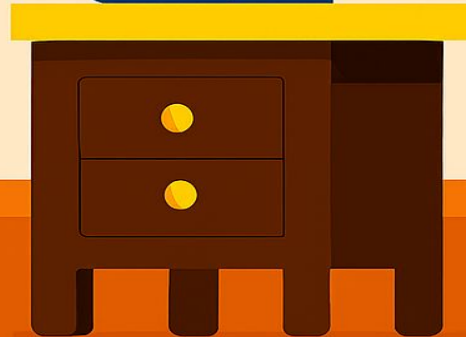
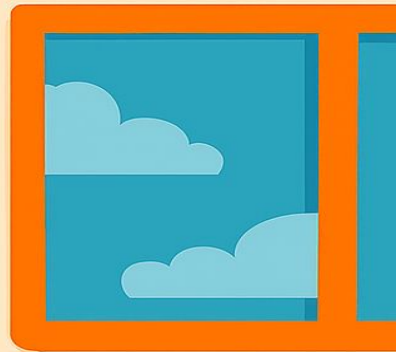
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Tokens - 3

Power Up



This token allows the user to
roll 3 times and select the
highest of the rolls





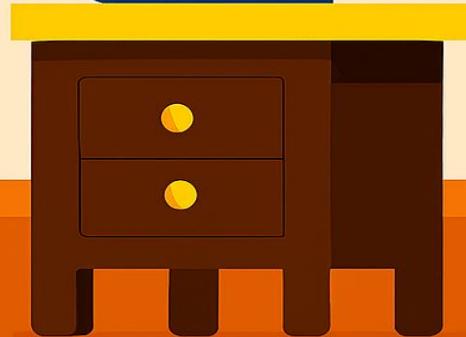
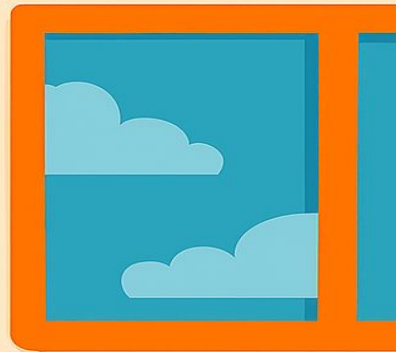
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Tokens - 4

Curse



CURSE

This token forces the user to
roll 3 times and select the
lowest of the dice rolls

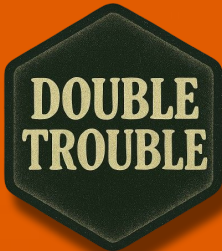
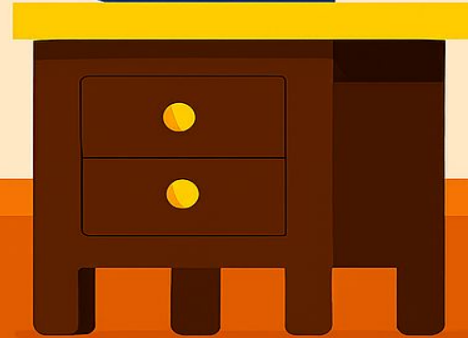


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Tokens - 5
Double Trouble



This token forces the roller to
roll 2 dice in any given
category increasing the
challenge of the assignment





Print your own set of tokens! Simply print, tape back to back and laminate on thick cardstock!

(Tokens are paired side by side with the exception of center two which are stacked)

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Increase Options



Roll for Challenge (D20)

1	Must Rhyme
2	No Paper Allowed
3	Contains A Meme
4	No Tech Allowed
5	Word Limitation
6	Work In Silence
7	Time Limitation
8	Pictures Only
9	No Textbook
10	Social Media Post

There are many other
options that could be
included in the rolls.

Here is a D20 for challenges!

Roll for Challenge (D20)

11	Contain Recycled Materials
12	Classroom Easter Egg
13	Invent a new word and define it
14	Create a Logo
15	Add a cipher or secret code
16	Include at least 1 statistics
17	Include a "what if" scenario
18	Create a model
19	Create a commonly asked Q&A
20	Rolls Two Dice

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More Themes



Roll for Theme (D20)

1	Space
2	Western
3	SciFi
4	Medieval
5	Superhero
6	Safari
7	Alternative Universe
8	Pirate
9	Underwater
10	Detective

There are many other
options that could be
included in the rolls.

Here is a D20 for theme!

Roll for Theme (D20)

11	Mythology
12	Carnival or Fairgrounds
13	Post Apocalyptic
14	Jungle / Explorer
15	Cyberpunk
16	Time Travel
17	The World of Pets
18	Spy
19	Food and Restaurants
20	Rolls Two Dice

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Tracking Sheet



This is what the blank tracking sheet, would be dry erase,
would look like to track your rolls!

Simply print the next slide, laminate and you are ready to
go!

Project Name: _____

Roller: _____

If Group: _____ **Per Team**

Subject: _____

Assignment Type: _____

Delivery Method: _____

Theme: _____

Reward: _____

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FOR EDUCATION**



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**TRACKING
SHEET**

Challenge: _____

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Digital Version



If you click on the link below, you will be
brought to an online version!

[Link Here](#)

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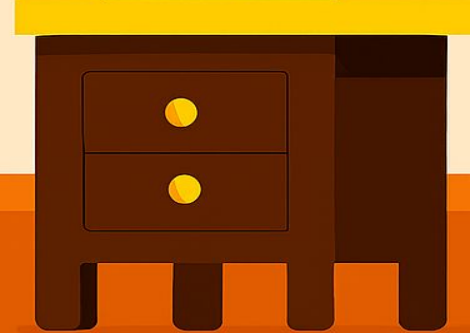
Example

Let's say this is the result of the rolls:

Roller: Teacher - Group: Solo - Subject: Science -

Assignment: Interview - Delivery: Presentation - Theme: SciFi -

Challenge: Invent a new word and define it - Prize: Freedom



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Example



After the teacher rolled, you are to work solo on a science assignment (*let's say the content in question is photosynthesis*) where the goal is an interview with someone or something that is to be presented as a summary presentation with the added challenges of making it SciFi while inventing a word and defining it! Your prize is a free block if completed successfully!

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*Rolling Sheets
Complete*



The following are the rolling sheets to be used when rolling.
They will also include a blank version which can be printed,
laminated and filled in to fit as the user sees fit!

Phase 1 → Roll for Roller (D4)

AKA: Choose Your Party Leader

1

Teacher

2

Student

3

Group

4

Colleague



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Phase 2 → Roll for Setup (D2)

AKA: Choose Your Team

1

Solo

2

Group

Phase 2.1 (If Group)

→ Roll for Size (D2)

AKA: Choose Your Team

1

2

2

3-4



**ROLLING
SHEETS**



PHASE 3

ROLL FOR SUBJECT (D8)

AKA: CHOOSE YOUR WORLD

1	Math
2	Science
3	LA
4	Social Studies
5	History
6	Phys Ed
7	Wild
8	Roller's Choice



**ROLLING
SHEETS**



PHASE 4

ROLL FOR ASSIGNMENT (D10)

AKA: CHOOSE YOUR ENEMY

1	Poster
2	Interview
3	Opinion Piece
4	Subscription Box
5	Advertisement
6	Comic Strip
7	Game
8	PODCAST
9	Infographic
10	Research Project



**ROLLING
SHEETS**



Phase 5→ Roll for Delivery (D6)

AKA: Choose Your Weapon

1	Presentation
2	Gallery Walk
3	Class Paper / Book
4	Video
5	Role Play Skit
6	Product Pitch



**ROLLING
SHEETS**



Phase 6 → Roll for Theme (D8)

AKA: Choose Your Armour

1	Space
2	Western
3	SciFi
4	Medieval
5	Superhero
6	Spy
7	Alternative Universe
8	Student Choice



**ROLLING
SHEETS**



PHASE 7→

ROLL FOR CHALLENGE (D12)

AKA: CHOOSE YOUR MAGIC

1	Must Rhyme
2	No Paper Allowed
3	Contains A Meme
4	No Tech Allowed
5	Word Limitation
6	Work In Silence
7	Time Limitation
8	Pictures Only
9	No Textbook
10	Social Media Post
11	Contain Recycled Materials
12	Double Trouble



**ROLLING
SHEETS**



Phase 8 → Roll for Prize (D8)

AKA: Choose Your Reward

1	Extra Phys Ed
2	Movie Day
3	Game Day
4	Class Party
5	Freedom
6	Break A School Rule
7	Homework Pass
8	Student Choice



**ROLLING
SHEETS**



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*Rolling Sheets
Blanks*



The following are the rolling sheets to be used for each roll.

These are the blank versions for each dice so you can print,
laminate and fill in as you see fit!

Phase



(D2)

1

2

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(D2)

1

2



Phase →

(D4)

--	--

1

--

2

--

3

--

4

--



**ROLLING
SHEETS**



Phase → (D6)

1

2

3

4

5

6



**ROLLING
SHEETS**



Phase → (D8)

1	
2	
3	
4	
5	
6	
7	
8	



**ROLLING
SHEETS**



PHASE

(D10)

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	



**ROLLING
SHEETS**



PHASE



(D12)

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	



**ROLLING
SHEETS**



PHASE

(D20)

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

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Bonus Graphics

Here are a few
additional
graphics you
can use!





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All For Now...

Questions/Ideas/
Thoughts? Please,
reach out!

