

SIXES

Materials Needed: 1 Large, Soft Die/team, 1 marker/team, 1 large sheet of paper/team

How to Play

- Create teams of 5-7 members
- One person starts with the Die
- They roll it one time
- If they get the number 6, everyone in the group yells out “six”, and the roller picks up the marker and begins writing numbers (1, 2, 3, ...) in order, starting at number 1
- No hash marks, long-hand, or roman numerals
- They continue to write numbers in order as fast as they can
- Meanwhile, the die passes clockwise with each subsequent person rolling one time
- The next time a six is rolled, the group again yells out “six”, the marker is dropped by the writer, and the most recent person rolling a six picks up the marker and begins writing the numbers on the part of the sheet in front of him/her
- The person writing does not roll at the same time they are writing
- The first time a player begins writing; he/she starts at the number one
- All subsequent times someone is writing, they pick up where they left off
- The game continues for a set (short) amount of time to see who in each team can get to writing the highest number (legible, without skipping any)