



The WTK Pocket Dice can be used in many ways to help us learn. Here are some games to play:

Roll and Count Roll the dice, count the dots. Create “how many”. (e.g., roll 2 and count 2 toy cars, roll 6 and count 6 six rocks). Gather empty egg cartons and place small objects in the empty egg spots. Once the egg carton is full, a “winner” is declared!

Insert Activity Cards into pockets and try these games:

Animal Actions

Using the animal cards, roll the dice and try to move like that animal (e.g., “waddle like a penguin”, “hop like a frog”). After your child has learned the movements, try moving like animals to the beat of your favourite music. Think of other animals and how they might move.

How are you Feeling?

The feelings cards can be used to talk about feelings and learn to express emotions. Roll the dice and act out the feeling (e.g., make a happy face, sad face). This time, roll the feeling and think about a time when... (e.g., I feel tired after we go for a long bike ride, I feel excited when it is my birthday). Think of other feelings that we experience.

Build A Story

Insert the story images. Roll the dice and encourage your child to tell a story about what they see. For example, “One sunny afternoon, a little girl crawled onto a log. She was surprised to discover a frog!” Family members could add to this story or roll again and try a new story. This game builds vocabulary, strengthens communication skills, and allows everyone to have fun using their imagination!

Toss a Shape

First, toss the dice and name the shapes (circle, square, oval). When a question mark is rolled, encourage your child to name and locate other shapes (e.g., hearts, stars, octagons). Next, roll the dice and look for shapes in your home or outdoors. (e.g., wheels are a circle, the roof is a triangle). Roll and draw the shape.



For more ideas and ways to play Dice Games at home, visit our blog at:

<https://welcome-to-kindergarten.ca/blog>

