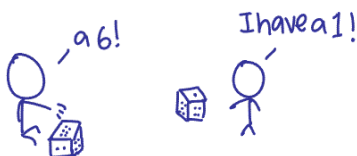


Game 1: Addition

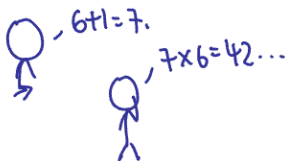
1. Each group is given 4 dice.



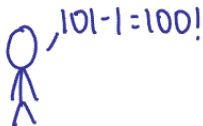
2. Group members roll the dice to generate numbers.



3. Either add, subtract, multiply, or divide those numbers to try and reach exactly 100.



4. First group to reach 100 wins.



Leadership Game 1: Addition

Key Leadership Understanding

Leaders depend on others. Interdependence and teamwork are crucial elements in leadership.

Math/Science Concepts Applicable

Addition

Equipment/Logistics

Four dice for every group of participants

Group list

Recorder of group scores

Time Required

As long as it takes for the first group to reach a total of 100

Game Objective

Be the group to find the fastest way to reach 100 with a pair of dice each

Group Size

Any number about two (but preferably less than 10).

Procedure

Group participants in teams of two to four. Each participant takes turns tossing the dice and adding the total of both dice. The score the participant gets is the total for that round. Each score is added to the earlier

score. The game is over when a team reaches a predetermined score of 100.

Possible Variations

Why restrict the players to just addition? You may get the players to make use of multiplication, division, and subtraction with the values they generate with the dice. Get them to think carefully with their values before they calculate. Alternatively, the predetermined score can be altered.

Process

- What difficulties did you face as a group?
- What feelings did you experience when you failed to reach 100/ exceeded 100?
- Who was the leader among the group? Would having a leader help in the process?

Practical Application

- What do you think are the important elements of teamwork?
- What are we doing to build team unity and confidence?
- What takes us so long to recognize the true extent of our problems?