# CTSO Dice Breaker

**Objective:** A quick way to get new students to get to know each other.

**Group Size:** Limited by the number of dice and printed sheets available

**Materials:**

* Dice—two different color dice—one for each group
	+ OR
* Use one die for each group—the first roll decides the column; the second roll decides the row
* Sheets of CTSO Dice Breaker

**Description:**

Break students into groups of 4-6.

Students may sit on the floor or at tables facing each other in their group.

Hold up two different color dice and the CTSO Dice Breaker sheet.

Each group will get a set.

The group needs to decide which color die represents the top row and which color die represents the column.

Pick one person to hold the dice and the one person opposite has the sheet. The person will roll the dice, and whatever number combination is shown, he/she must answer the corresponding question on the CTSO Dice Breaker sheet.

Once that question has been answered, both the dice and the sheet are passed to the next person on the left until everyone has thrown the dice at least once.

If time allows, do another round.

## Discussion Prompts:

1. When could you use this activity?
2. How could you modify it for your own CTSO?

**Variations:**

Download the Dice Grid Blank from vtctso.com. Fill in Excel cells with your own information.

Vocabulary/Terms.

1. Print out a large version and cover cells (with small Post-its, etc.) and pass dice around.
2. Put in basic info about your program to use during recruiting time. Each group is led by one of your current students to answer the questions and guide the recruits.
3. Nothing whatsoever to do with your program but put things that are on typical icebreaker lists. (e.g. What is your favorite candy? Who do you admire and why?)