

Connections Activity

Title/Skill:	Polar Bears and Ice Holes
Connection Goal:	personalization
Grade Level:	9-12
Month:	
Time Needed:	25 minutes

Handouts/Materials Provided:

A pair of dice

Summary of Activity for the Advisor:

1. Gather group in a circle around a table or on the floor of a building
2. Tell the group that you belong to a club called the "Polar Bear" Club, and anyone who figures out the secret code can join too.
4. Roll the dice, the group must figure how many Polar Bears are before them.
5. The trick is that an ice hole is a dot in the center (the position of the dot on the 1 face) of the die; the Polar Bears are any dots surrounding the center dot. Any die that does not have an "ice hole" does not have Polar Bears
6. For instance, if you roll a 3 and a 6, there would be two Polar Bears, because there is one center dot ("ice hole") on a 3 face with two dots ("Polar Bears") surrounding and no center dots ("ice hole") with therefore no "Polar Bears on the 6 face.

Read/Review/Discuss/Do with students:

- The game can be switched so that polar bears are also any dots on an even numbered die.
- Allow new members of the club to give hints to future members.