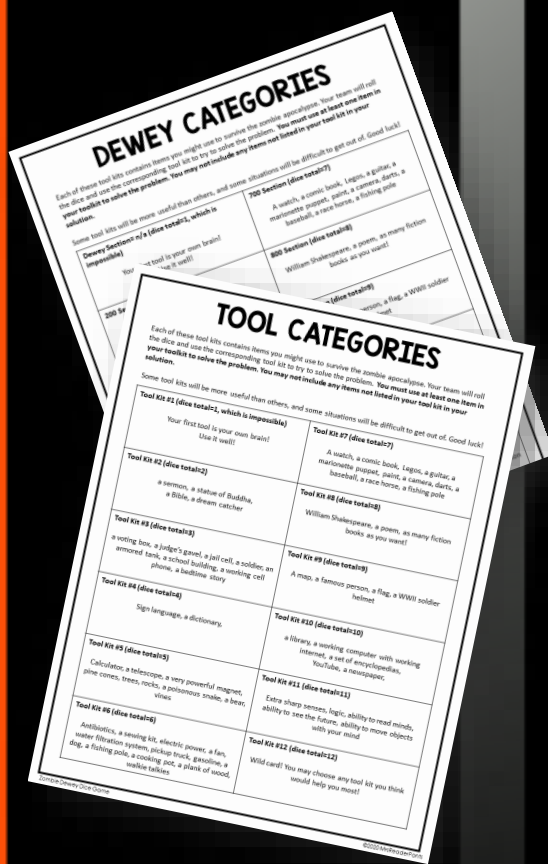


# ZOMBIE DEWEY DICE GAME

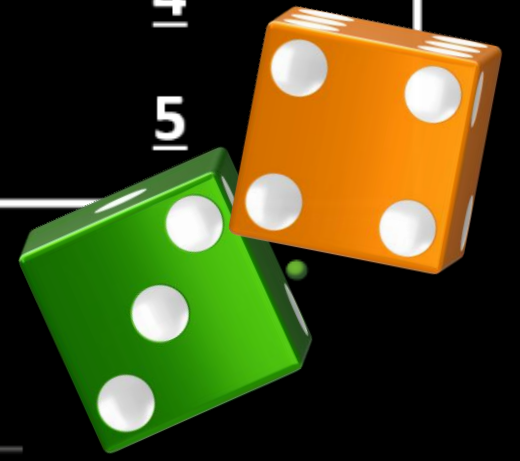


CAN YOU SURVIVE THE...

## ZOMBIE APOCALYPSE?

FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

Zombie Dewey Dice Game

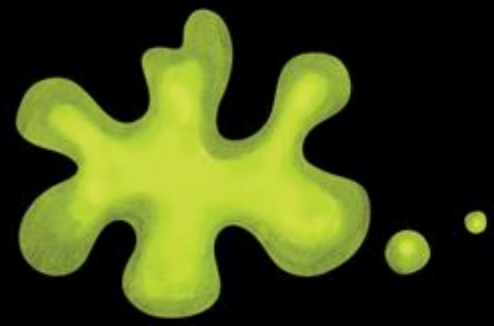


**GRADES**  
**5-8**

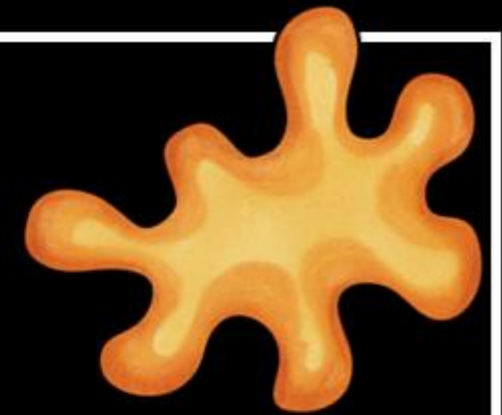
What's in YOUR Dewey Tool Kit?



# POWERPOINT ONLY



## DANGER-3



You are out searching for your dog Sam, who has been missing for three days. You are worried sick about him.

Suddenly, you hear him whimpering. You find him weak and covered in mud and dried blood.

How can you help him?

SHARE YOUR PLAN

This game uses trigger animations that do not work in Google Slides, Open Office, LibreOffice, or other software.



# EDITABLE

### SET-UP AND GAME PLAY

**PREP AND SETUP**

You will need:

- 2 dice for EACH group (8 groups x 2 dice = 16 dice)
- The Zombie Dice Game PowerPoint presentation, projected on a screen or monitor
- Copies of the Dewey Tool Kit OR Categories Tool Kit—one copy per student (alternate them to save paper—students can write on their Record Sheets included)

**Students will need:**

- To be sitting together in groups of 3-4
- To move chairs/tables so they can collaborate and also see the game board projected on a screen
- Copies of the Dewey Tool Kit OR Categories Tool Kit (Categories is if you have not yet taught Dewey, Dewey Tool Kit is if you have taught Dewey previously)
- Copies of the Record Sheet (each student needs one—you can print front-to-back)
- 2 dice per group (8 groups x 2 dice = 16 total dice needed)

**GAME PLAY**

1. **Choose a scenario:** One student chooses a number on the game board. They may choose any category in any order. All the groups will use this same scenario.
2. **Roll the dice:** One person in each group rolls two dice. Add the dice. The groups will most likely have different numbers, but it is okay if some groups happen to roll the same number. Their Dewey toolkits will be the same, but they will still use their Dewey tools differently.
3. **Groups discuss how they will use the toolkit items (and only those items) to survive the zombies.** Using ONLY the items in their tool kit, the groups discuss how they will solve the problem in the scenario. Remember, all the groups are working from the same scenario, but they likely use different tool kits.

### HOW TO PLAY (CONT.)

(CONTINUED FROM P. 1)

For about 2-3 minutes. You want discussions to go quickly to complete several scenarios. It's survival and thinking must be quick!

During the discussion, click "Share Your Plan" to see the slide above. It will prompt the groups to get their favorite solution using their tool kit. Then click on the corresponding Dewey sections as you talk about the solution.

When you click "to Game Board," you will notice that the number for the scenario is now gone. Pick another student to select a new scenario.

As time allows, it will go much faster after the first scenario. Use this to remind students that the Dewey Tool Kits go to the library.

There are no winners or losers in this game. There are no scenarios as time allows.

You can revisit them as writing prompts.

### RECORD SHEET

Use this sheet to write down your toolkit items and ideas for surviving those zombies!

PERILOUS SITUATION #4	DEWEY DECIMAL SECTION:
OUR TOOLKIT#	
Our solution:	

PERILOUS SITUATION #5	DEWEY DECIMAL SECTION:
OUR TOOLKIT#	
Our solution:	

PERILOUS SITUATION #6	DEWEY DEC
OUR TOOLKIT#	
Our solution:	

### RECORD SHEET

Use this sheet to write down your toolkit items and ideas for surviving those zombies!

PERILOUS SITUATION #1	DEWEY DECIMAL SECTION:
OUR TOOLKIT#	
Our solution:	

PERILOUS SITUATION #2	DEWEY DECIMAL SECTION:
OUR TOOLKIT#	
Our solution:	

PERILOUS SITUATION #3	DEWEY DECIMAL SECTION:
OUR TOOLKIT#	
Our solution:	

## DANGER-5



You haven't had any water in at least two days.  
You can't remember the last time you ate anything.

Your lips and tongue are parched, and you know if you do not get water soon, you will die.

### DEWEY CLASSIFICATIONS FYI

Curious about why certain tools go with certain Dewey classifications? Here's the key to where to find these items in the library:

**Tool Kit #2 (dice total=2)**

- A sermon (sermons=24)
- A statue
- A thick book of world religions (general religion=200)
- A burning candle

**Tool Kit #3 (dice total=3)**

- A voting box (voting=324.6)
- A judge's gavel (Courts of law=347)
- A jail cell (prisons/corrections=369)
- A soldier (Soldiers=355.009)
- An armored tank (tanks (vehicles)=356)

**Tool Kit #4 (dice total=4)**

- Sign language (sign languages=419)
- A dictionary (dictionaries=413)
- A thorough knowledge of comma use (428-Standard English Usage)

**Tool Kit #5 (dice total=5)**

- A calculator (calculators=510)
- A telescope (astronomy=529)
- A powerful magnet (magnetism=536)
- Precursors (comets)=585
- Trees (trees=582.16)

**Tool Kit #6 (dice total=6)**

- Antibiotics (antibiotics=615)
- A sewing kit (sewing=646.2)
- Electric power (electric power=333.793)
- Water filtration system (water supply engineering)=628.1)
- A pickup truck (trucks, farming)=635)
- Gasoline (gasoline=665.5)
- A dog (dogs)=636.7)
- A cooking pot (cooking)=641.5)
- A plank of wood (building materials)=691)
- Walkie talkies (walkie talkies=621.364)

**Tool Kit #7 (dice total=7)**

- A comic book (comics=741.5)
- Interlocking building block toys (toys=790.1)
- A guitar (stringed instruments)=782)
- A marionette puppet (marionettes)=791.5)
- Paint (painting, art)=750)
- A camera (photography)=770)
- Darts (darts)=794.3)
- A baseball (baseball)=796.357)

**Tool Kit #8 (dice total=8)**

- William Shakespeare (Shakespeare=822.3)
- A poem (poetry)=808.81)
- A knock-knock joke (jokes and riddles)
- A flag (flags)=909.9)
- A WWII soldier helmet (World War II)=940.53)

**Tool Kit #9 (dice total=9)**

- A map
- A working computer
- Working internet
- Encyclopedias
- YouTube
- A newspaper

**Tool Kit #10 (dice total=10)**

- A library
- A sharp sense of necessary perception=152.1)
- Logic (logic)=160)
- Ability to read minds (Telepathy, ESP)=133.8)
- Ability to see the future (clairvoyance)=133.8)
- Ability to move objects with your mind (psychokinesis)=133.8)

**Tool Kit #11 (dice total=11)**

- A rock (geology)=551)
- A poisonous snake (snakes)
- A bear (bears)=599.18)
- Voices (voices)=582.1)

**Tool Kit #12 (dice total=12)**

- Extra sharp senses (necessary perception)=152.1)
- Logic (logic)=160)
- Ability to read minds (Telepathy, ESP)=133.8)
- Ability to see the future (clairvoyance)=133.8)
- Ability to move objects with your mind (psychokinesis)=133.8)

### TOOL CATEGORIES

Each of these tool kits contains items you might use to survive the zombie apocalypse. Use the dice and use the corresponding tool kit to try to solve the problem. You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your toolkit.

Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!

Dewey Section # via (dice total=1, which is impossible)	700 Section (dice total=1)
Your first tool is your own brain! Use it well!	A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a racetrace, a fishing pole
200 Section (dice total=2)	800 Section (dice total=2)
a sermon, a statue, a thick book of world religions, a burning candle	William Shakespeare, a poem, as many fiction books as you want!
300 Section (dice total=3)	900 Section (dice total=3)
a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	A map, a famous person, a flag, a WWII soldier helmet
400 Section (dice total=4)	000 Section (dice total=4)
Sign language, a dictionary, a thorough knowledge of comma use	Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines
500 Section (dice total=5)	600 Section (dice total=5)
Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines	Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, gasoline, a dog, a fishing pole, a cooking pot, a plank of wood, walkie talkies
600 Section (dice total=6)	700 Section (dice total=6)
Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, gasoline, a dog, a fishing pole, a cooking pot, a plank of wood, walkie talkies	Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines

All scenarios in the PowerPoint are fully-editable.  
Printable pages are also editable.

# BEFORE YOU BEGIN...

## You will need:

- 2 dice for EACH group (8 groups X 2 dice = 16 dice)
- The Zombie Dice Game, projected on a screen or monitor
- Copies of the Dewey Tool Kit OR Categories Tool Kit—one copy per student (laminates them to save paper)
- Copies of the Record Sheet (optional, but it encourages students to write down their group's solution)

## Students will need:

- To be in groups of 3-4
- To move chairs/desks so they can collaborate and also see the game board projected on a screen
- Copies of the Dewey Tool Kit OR Categories Tool Kit (Categories is if you have not yet taught Dewey; Dewey Tool Kit is if you have taught Dewey previously)
- 2 dice per group

# STEP 1: CHOOSE A SCENARIO

One student chooses a number on the game board.

They may choose any category in any order.

All the groups will begin with this same scenario.

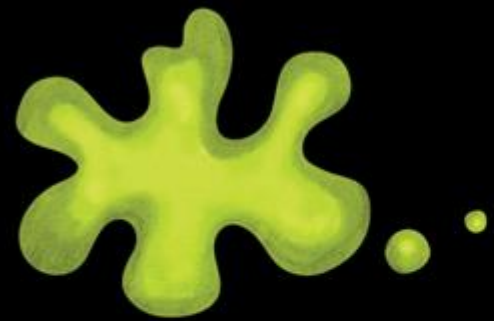


The game board is a black rectangle with a white border. At the top, it says "CAN YOU SURVIVE THE..." in white. Below that, "ZOMBIE APOCALYPSE?" is written in large, colorful letters. "ZOMBIE" is blue with a green zombie hand icon behind it. "APOCALYPSE?" is blue with an orange zombie hand icon behind it. Below the title, there are five columns of categories: "FOOD & WATER" (pink), "SHELTER" (green), "DANGER!" (blue), "ZOMBIES" (orange), and "REBUILD" (yellow). Each category has a row of numbers from 1 to 5.

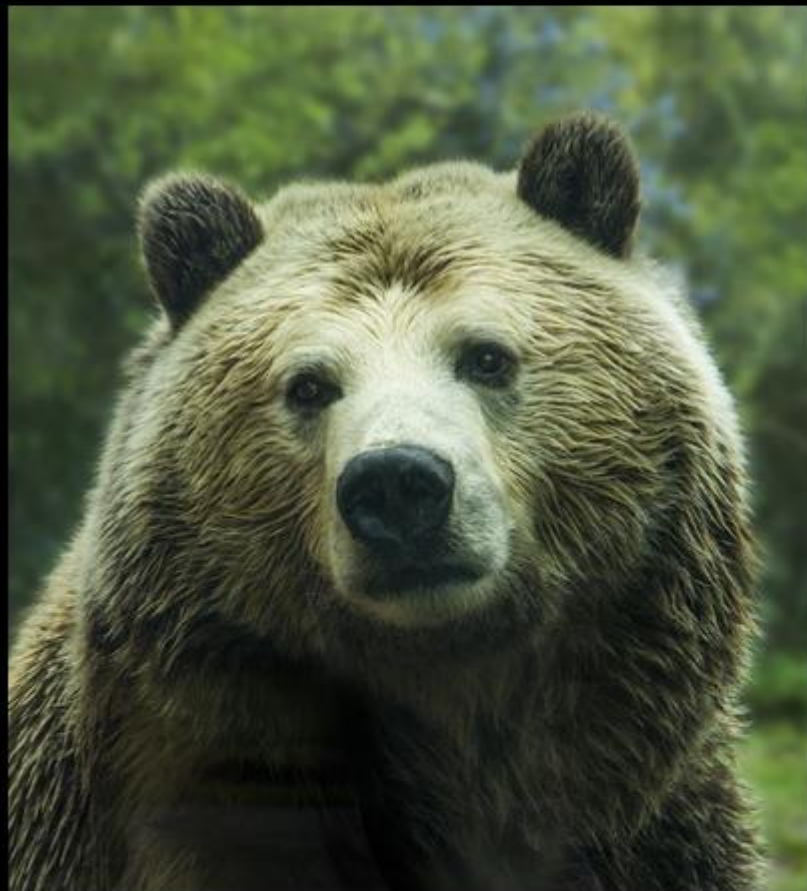
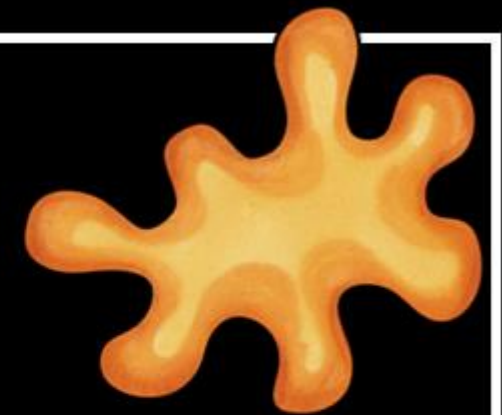
FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5



# LET'S SAY THEY CHOSE THIS ONE...



## FOOD & WATER-3



You return to your cave and discover a bear ransacking your emergency food supply.

What do you do?

**SHARE YOUR PLAN**

All the groups will use this same scenario.

# STEP 2: ROLL TWO DICE

One person in each group rolls two dice.  
Add the dice. This group rolled a 3.



The other groups will also roll their  
two dice and add their numbers.

# STEP 3: THE TOOL KIT

Since our sample group rolled a 3, they will use Toolkit #3. The items in this Tool Kit go with subjects found in the 300 Dewey Section.

TOOL CATEGORIES	
<small>Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your tool kit in your solution.</small>	
<small>Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!</small>	
<b>Tool Kit #1 (dice total=1, which is impossible)</b> Your first tool is your own brain! Use it well!	<b>Tool Kit #7 (dice total=7)</b> A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a race horse, a fishing pole
<b>Tool Kit #2 (dice total=2)</b> a sermon, a statue of Buddha, a Bible, a dream catcher	<b>Tool Kit #8 (dice total=8)</b> William Shakespeare, a poem, as many fiction books as you want!
<b>Tool Kit #3 (dice total=3)</b> a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	<b>Tool Kit #9 (dice total=9)</b> A map, a famous person, a flag, a WWII soldier helmet
<b>Tool Kit #4 (dice total=4)</b> a library, a working internet, a YouTube channel	<b>Tool Kit #10 (dice total=10)</b> a library, a working internet, a YouTube channel
<b>Tool Kit #5 (dice total=5)</b> Calculator, a telescope, a very powerful magnet, pine cones, trees, rocks, a poisonous snake, a bear, vines	<b>Tool Kit #11 (dice total=11)</b> Extra sharp senses ability to see the future
<b>Tool Kit #6 (dice total=6)</b> Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, gasoline, a dog, a fishing pole, a cooking pot, a plank of wood, walkie talkies	<b>Tool Kit #12 (dice total=12)</b> Wild card! You may use anything you want!

## Tool Kit #3 (dice total=3)

a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story

## Tool Kit #4 (dice total=4)



# STEP 4: DISCUSSION

## TOOL CATEGORIES

Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. **You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your tool kit in your solution.**

Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!

<b>Tool Kit #1 (dice total=1, which is impossible)</b> Your first tool is your own brain! Use it well!	<b>Tool Kit #7 (dice total=7)</b> A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a racehorse, a fishing pole
<b>Tool Kit #2 (dice total=2)</b> a sermon, a statue, a thick book of world religions, a burning candle	<b>Tool Kit #8 (dice total=8)</b> William Shakespeare, a poem, as many books as you want!
<b>Tool Kit #3 (dice total=3)</b> a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	<b>Tool Kit #9 (dice total=9)</b> A map, a famous person, a flag, soldier helmet
<b>Tool Kit #4 (dice total=4)</b> Sign language, a dictionary, a thorough knowledge of comma use	<b>Tool Kit #10 (dice total=10)</b> a library, a working computer internet, a set of encyclopedia, YouTube, a newspaper
<b>Tool Kit #5 (dice total=5)</b> Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines	<b>Tool Kit #11 (dice total=11)</b> Extra sharp senses, logic, ability to see the future, a... with your...
<b>Tool Kit #12 (dice total=12)</b> ...	<b>Tool Kit #13 (dice total=13)</b> ...

## DEWEY CATEGORIES

Each of these tool kits contains items you might use to survive the zombie apocalypse. Your team will roll the dice and use the corresponding tool kit to try to solve the problem. **You must use at least one item in your toolkit to solve the problem. You may not include any items not listed in your tool kit in your solution.**

Some tool kits will be more useful than others, and some situations will be difficult to get out of. Good luck!

<b>Dewey Section= n/a (dice total=1, which is impossible)</b> Your first tool is your own brain! Use it well!	<b>700 Section (dice total=7)</b> A watch, a comic book, Legos, a guitar, a marionette puppet, paint, a camera, darts, a baseball, a racehorse, a fishing pole
<b>200 Section (dice total=2)</b> a sermon, a statue, a thick book of world religions, a burning candle	<b>800 Section (dice total=8)</b> William Shakespeare, a poem, a knock-knock joke, as many fiction books as you want!
<b>300 Section (dice total=3)</b> a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	<b>900 Section (dice total=9)</b> A map, a famous person, a flag, a WWII soldier helmet
<b>400 Section (dice total=4)</b> Sign language, a dictionary, a thorough knowledge of comma use	<b>000 Section (dice total=10)</b> a library, a working computer with working internet, a set of encyclopedias, YouTube, a newspaper,
<b>500 Section (dice total=5)</b> Calculator, a telescope, a very powerful magnet, pinecones, trees, rocks, a poisonous snake, a bear, vines	<b>100 Section (dice total=11)</b> Extra sharp senses, logic, ability to see the future, a... with your...
<b>600 Section (dice total=12)</b> ...	<b>200 Section (dice total=13)</b> ...

Using **ONLY** the items in their Tool Kit, the groups discuss how they will solve the problem in the scenario. Remember, all the groups are working from the same scenario, but they will likely use different tool kits.

# STEP 4: DISCUSSION

In the sample scenario with the bear and Toolkit #3, the students in this group might decide to:

<b>Toolkit #3 (dice total=3)</b> a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story
<b>Toolkit #4 (dice total=4)</b>

(Toolkit #3 corresponds to books in the Dewey 300 section)

- make the bear fall asleep by reading it a bedtime story
- Run to the school building to get more food from the cafeteria
- Play creepy music on the cell phone to scare the bear away
- Chase the bear into the jail cell
- The students are only limited by their creativity!

# STEP 4: DISCUSSION



## REBUILD-4



You live in a community of 20 people, but some people speak a different language from the rest of the group.



[SHARE YOUR PLAN](#)

Zombie Dewey Dice Game ©MrsReaderPants 2023

Set a timer for about 2-3 minutes. You want discussions to go quickly the groups can complete several scenarios. It's a survival game, after all!

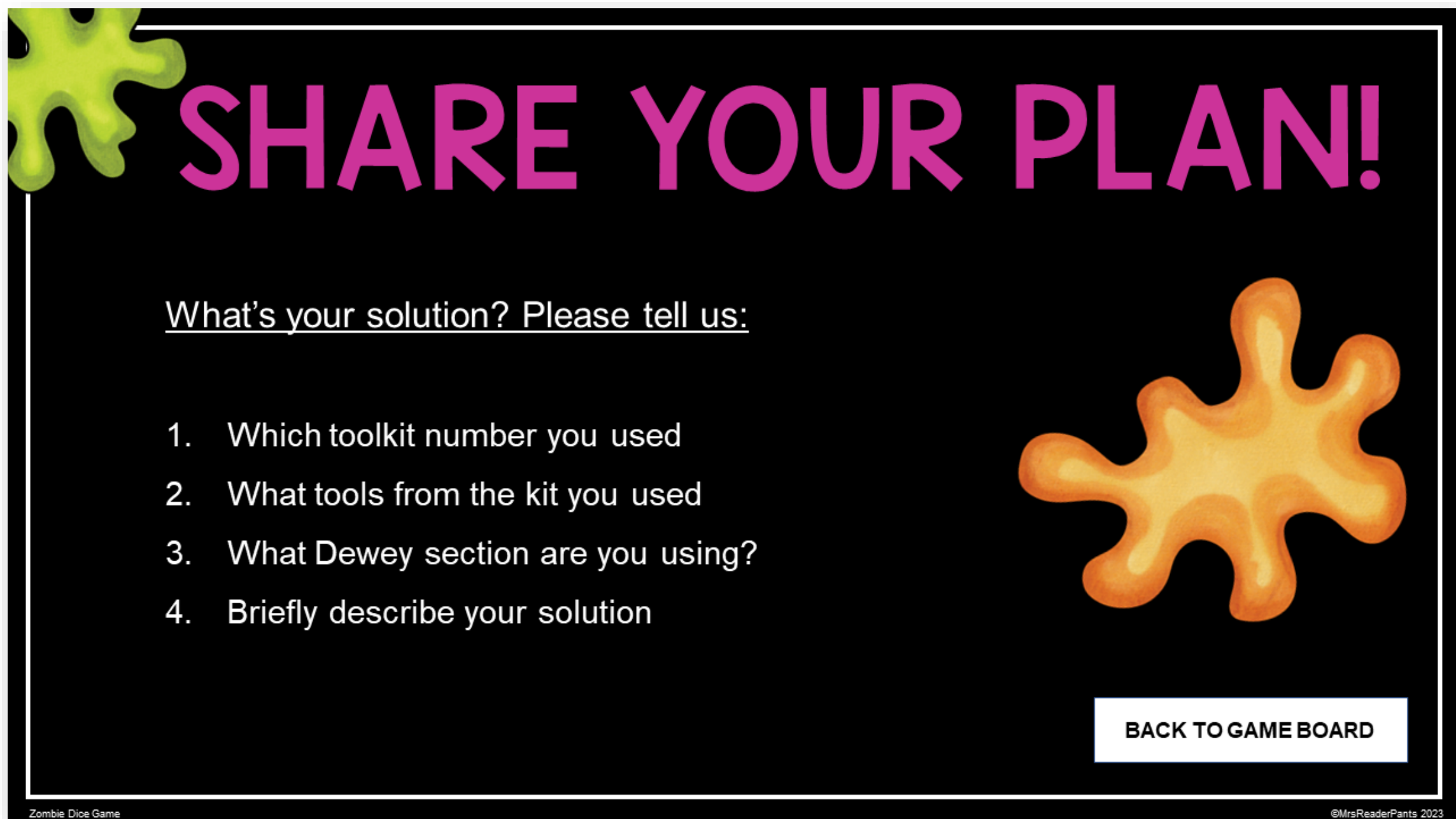


# STEP 4: DISCUSSION

The image shows two overlapping 'RECORD SHEET' forms. Each form has a title 'RECORD SHEET' and a subtitle 'Use this sheet to write down your toolkit items and ideas for surviving those zombies!'. The forms are divided into sections for 'PERILOUS SITUATION #1', '#2', and '#3' on the left sheet, and '#4', '#5', and '#6' on the right sheet. Each section includes a 'DEWEY DECIMAL SECTION:' label and a 'Our solution:' label. The forms are tilted and overlap each other, with the left one in front of the right one.

Students can write down their survival solutions on the included Record Sheet. This is optional, but it can help students remember the solutions they came up with when sharing with the class.

# STEP 5: SHARE SOLUTIONS



**SHARE YOUR PLAN!**

What's your solution? Please tell us:

1. Which toolkit number you used
2. What tools from the kit you used
3. What Dewey section are you using?
4. Briefly describe your solution

[BACK TO GAME BOARD](#)

Zombie Dice Game @MrsReaderPants 2023

After 2-3 minutes of discussion, click “Share Your Plan” to see the slide above. Quickly go through the groups to get their favorite solution using their tool kit. Don't forget to discuss the corresponding Dewey sections as you talk about the solutions.

# STEP 6: NEXT SCENARIO!

CAN YOU SURVIVE THE...

## ZOMBIE APOCALYPSE?

FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

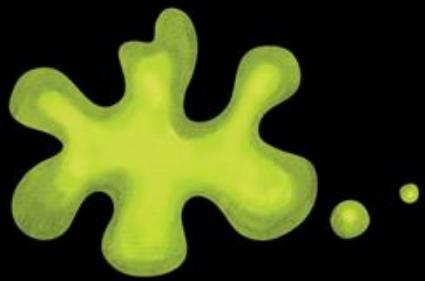
Zombie Dewey Dice Game ©2020 MrsReaderPants

When you click “Back to Game Board,” you will notice that the number for the previously-selected scenario is now gone.

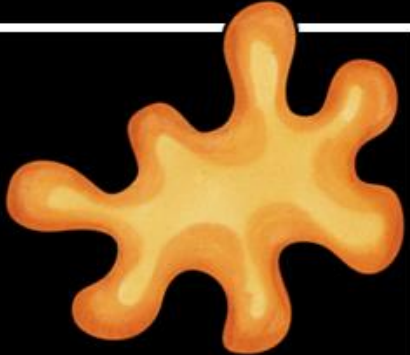
Pick another student to select a new scenario from the board.



# STEP 7: REPEAT



## FOOD & WATER-5



You discover a huge box of soup cans sitting near a tree.

They look perfectly fine to eat.

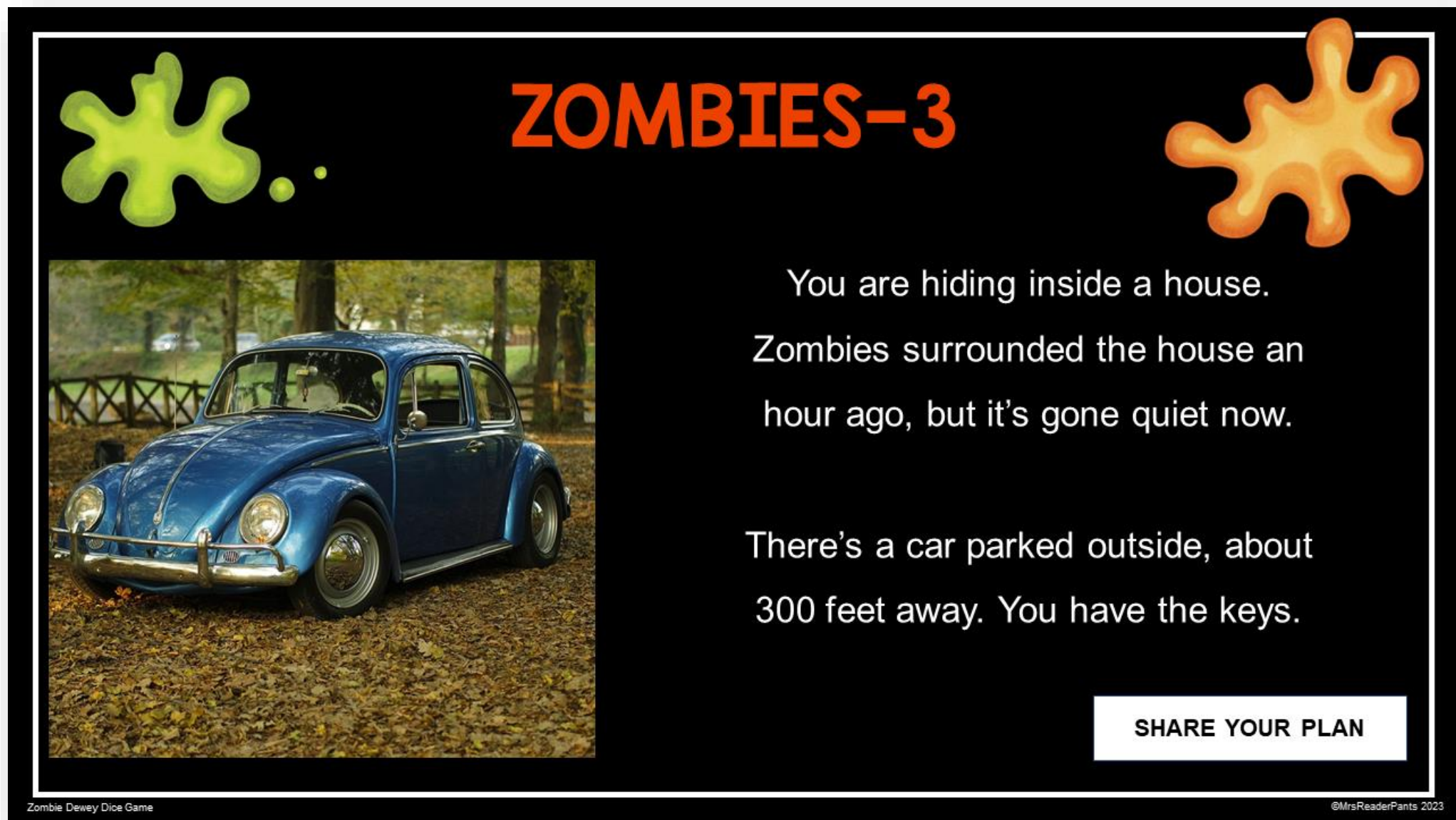
[SHARE YOUR PLAN](#)

Zombie Dewey Dice Game

@MrsReaderPants 2023

Play as many scenarios as time allows. It will go much faster after the first scenario is complete. Be sure to remind students that the Dewey Tool Kits go with the Dewey Decimal Sections in the library.

# STEP 8: ENDING THE GAME



The image shows a scenario card for a game. At the top, the title "ZOMBIES-3" is written in orange. To the left is a green splat icon, and to the right is an orange splat icon. Below the title, there is a photograph of a blue Volkswagen Beetle parked on a leaf-covered ground. To the right of the photo, there is a block of text describing the scenario. At the bottom right, there is a button that says "SHARE YOUR PLAN".

**ZOMBIES-3**

You are hiding inside a house.  
Zombies surrounded the house an hour ago, but it's gone quiet now.

There's a car parked outside, about 300 feet away. You have the keys.

[SHARE YOUR PLAN](#)

Zombie Dewey Dice Game ©MrsReaderPants 2023

There are no winners or losers in this game.  
There are no wrong answers or points to collect.

Play as many scenarios as time allows.  
Budget about 10-15 minutes for each scenario.



# SCENARIOS DOUBLE AS WRITING PROMPTS!



The scenario card is titled "SHELTER-3" and features a dark background. On the left, there is a glowing green, star-shaped icon. On the right, there is a glowing orange, star-shaped icon. In the center-left, there is a photograph of a scorpion. The text on the card reads: "You are spending your first night in a new cave. You wake in the middle of the night and discover that your blanket is covered with scorpions." At the bottom right, there is a button that says "SHARE YOUR PLAN".

**SHELTER-3**

You are spending your first night in a new cave. You wake in the middle of the night and discover that your blanket is covered with scorpions.

**SHARE YOUR PLAN**

Zombie Dewey Dice Game ©MrsReaderPants 2023

You will not finish all 25 scenarios in one day.

You can revisit them another day,  
or use the scenarios as writing prompts.



# WHAT PEOPLE ARE SAYING...

**All of your Zombie Dewey activities are extremely engaging for the students. I also found this dice game enlightening as to which students I would want to be with during a zombie apocalypse. :)**

**I haven't used this yet, I plan to next school year, but I looked through it and it looks like something my students are going to enjoy. You can't go wrong with a zombie apocalypse!**

# NEED A FUN WAY TO TEACH DEWEY?

INCLUDES GOOGLE™ SLIDES

## DEWEY DECIMALS ZOMBIE BUNDLE

**THE DEWEY  
DECIMAL SYSTEM**

GRADES  
5-8

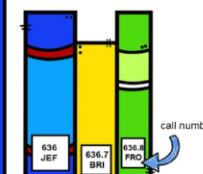
**CALL NUMBERS**

Have you ever noticed that all our library books have numbers and letters on the spine?


These are a type of code for librarians. The numbers and letters together form a book's **call number**.

In our library, the call number is always a number and up to three letters.

The call number is like the book's address. It tells us where the book "lives" in the library.



**"After the Zombie Apocalypse"**



**ZOMBIE DEWEY  
DICE GAME**

CAN YOU SURVIVE THE...  
**ZOMBIE APOCALYPSE?**

FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5

GRADES  
5-8

What's in YOUR Dewey Tool Kit?



GRADES  
5-8

Teaching Dewey? Just add zombies!



Bundle this dice game with "After the Zombie Apocalypse: A Dewey Decimal Story."