

# DEWEY DECIMAL DICE GAME

GRADES  
6-9



What's in YOUR Dewey Tool Kit?



# 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)

## 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

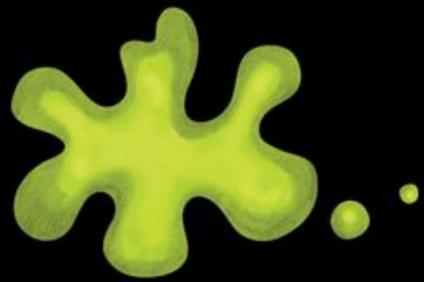
One student chooses a number on the game board.  
They may choose any category in any order.  
All the groups will begin with this same scenario.

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

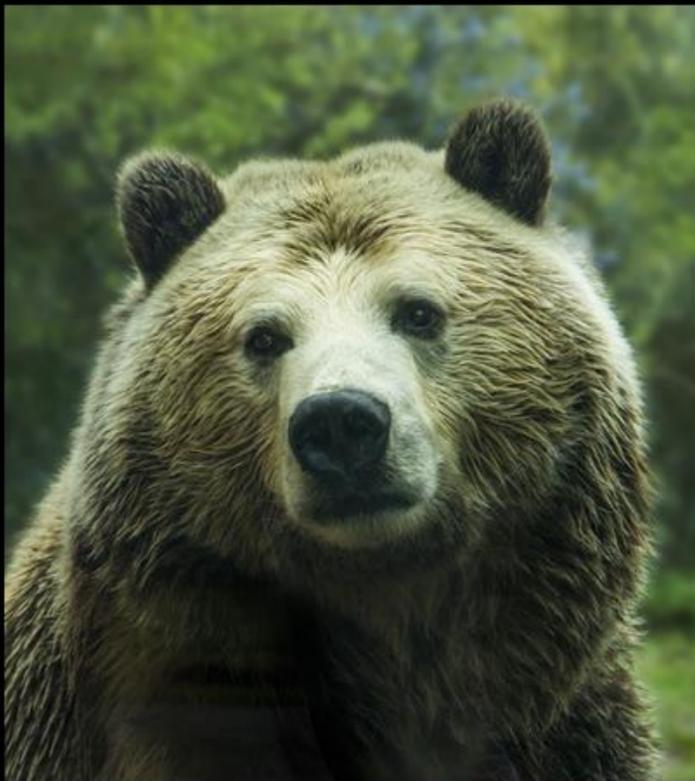
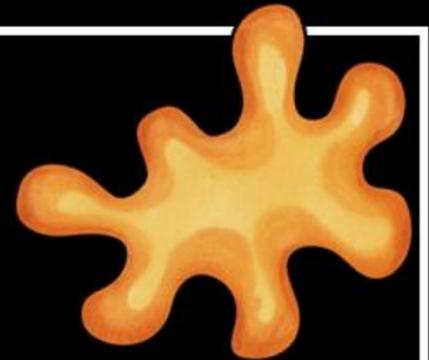
FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

Zombie Dewey Dice Game ©2020 MrsReaderPants

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



## FOOD & WATER-3



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

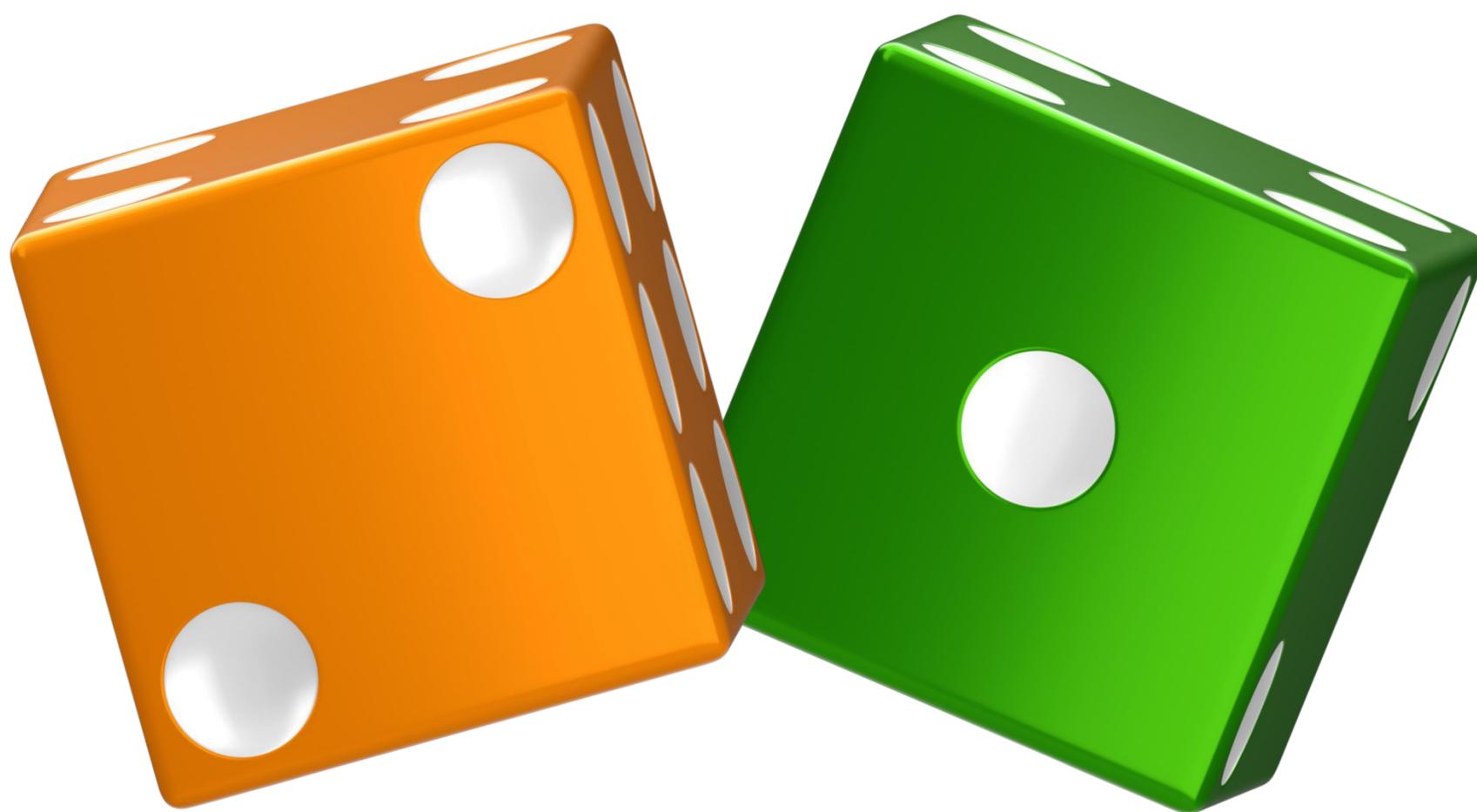
What do you do?

**SHARE YOUR PLAN**

**All the groups will use this  
same scenario for the first round.**

# 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**

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 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 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 fam
<b>Tool Kit #4 (dice total=4)</b> Sign language, a dictionary,	<b>Tool Kit #10 (dice total=10)</b> a library, a v oterne
<b>Tool Kit #5 (dice total=5)</b> Ca-culator, 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 se ability to see t
<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 v

<b>Tool Kit #3 (dice total=3)</b>	<b>Too</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>A</b>
<b>Tool Kit #4 (dice total=4)</b>	<b>Too</b>

# STEP 4: DISCUSSION

## TOOL CATEGORIES

Each of these tool kits contains items you might use to survive the zombie apocalypse. You will roll the dice, and use the corresponding tool kit to try 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 solve.

<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, a marionette puppet, a baseball, a race horse
<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> Sign language, a dictionary,	<b>Tool Kit #10 (dice total=10)</b> a library, a working computer with working internet, a set of encyclopedias, YouTube, a newspaper,
<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, logic, ability to read minds, ability to see the future, ability to move objects with your mind
<b>Tool Kit #6 (dice total=6)</b> Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, dog, a fishing pole.	<b>Dewey Section= n/a (dice total=1, which is impossible)</b> Your first tool is your own brain! Use it well!

## 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 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 race horse, a fishing pole
<b>200 Section (dice total=2)</b> a sermon, a statue of Buddha, a Bible, a dream catcher	<b>800 Section (dice total=8)</b> William Shakespeare, a poem, 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,	<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, pine cones, trees, rocks, a poisonous snake, a bear, vines	<b>100 Section (dice total=11)</b> Extra sharp senses, logic, ability to read minds, ability to see the future, ability to move objects with your mind
<b>600 Section (dice total=6)</b> Antibiotics, a sewing kit, electric power, a fan, water filtration system, pickup truck, dog, a fishing pole.	<b>Dewey Section= n/a (dice total=1, which is impossible)</b> Your first tool is your own brain! Use it well!

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.

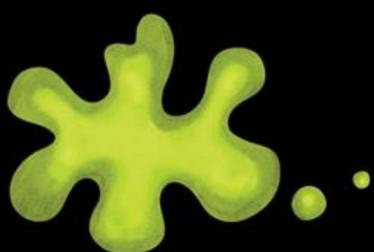
# STEP 4: DISCUSSION

**In the sample scenario with the bear, the students in this group might decide to:**

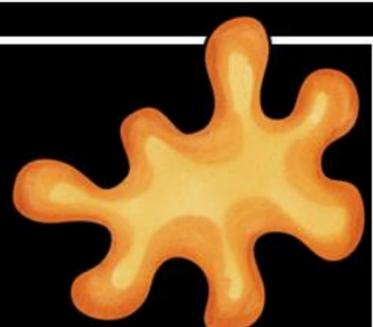
	<b>Tool Kit #3 (dice total=3)</b>	<b>Too</b>
	a voting box, a judge's gavel, a jail cell, a soldier, an armored tank, a school building, a working cell phone, a bedtime story	<b>A</b>
	<b>Tool Kit #4 (dice total=4)</b>	<b>Too</b>

- 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 ©2020 MrsReaderPants

**Set a timer for about 2-3 minutes. You want discussions to go quickly the groups can complete several scenarios.**

# 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. Briefly describe your solution

BACK TO GAME BOARD

Zombie Dewey Dice Game

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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 mention the corresponding Dewey sections as you talk about the solutions.

# STEP 6: NEXT SCENARIO!

CAN YOU SURVIVE THE...

## ZOMBIE APOCALYPSE?

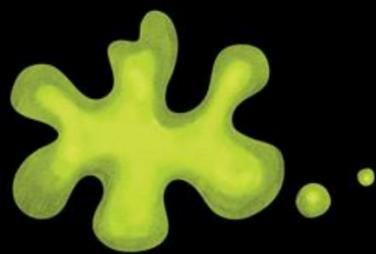
FOOD & WATER	SHELTER	DANGER!	ZOMBIES	REBUILD
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>
<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>	<u>2</u>
<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>	<u>3</u>
<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>	<u>4</u>
<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>	<u>5</u>

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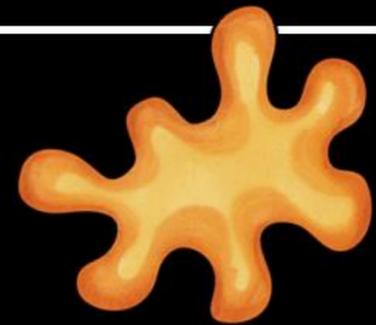
When you click “Back to Game Board,” you will notice that the number for the previously-selected scenario is now gone.

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.

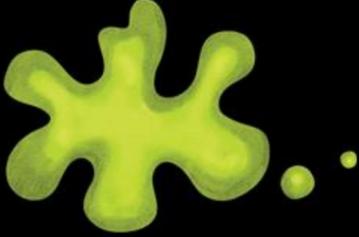
SHARE YOUR PLAN

Zombie Dewey Dice Game

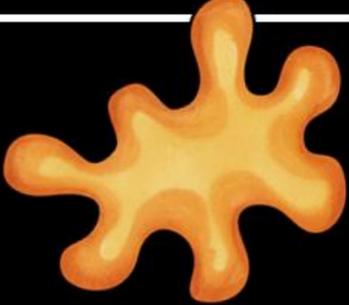
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**Play as many scenarios as time allows. It will go much faster after the first scenario is complete. Be sure to remind students that the Dewey Tool Kits go with the Dewey Decimal Sections in the library.**

# STEP 8: ENDING THE GAME



## 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](#)

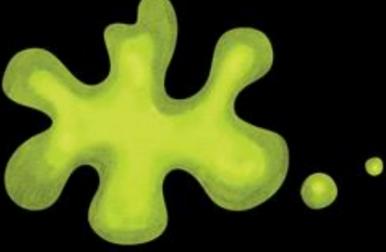
Zombie Dewey Dice Game

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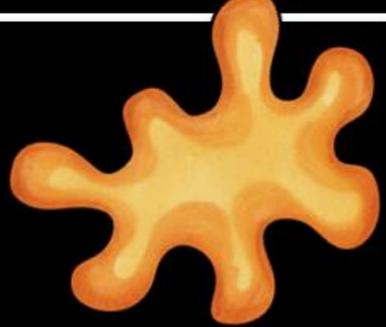
**There are no winners or losers in this game. There are no wrong answers or points to collect.**

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

# SCENARIOS DOUBLE AS WRITING PROMPTS!



## 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 ©2020 MrsReaderPants

**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?

**DEWEY DECIMALS**  
Activity Bundle

GRADES 6-9

**THE DEWEY DECIMAL SYSTEM**  
a PowerPoint story for older students  
GRADES 6-9

The Unthinkable Has Happened...  
After the Zombie Apocalypse

**DEWEY DECIMAL DICE GAME**  
CAN YOU SURVIVE THE... ZOMBIE APOCALYPSE?  
GRADES 6-9

What's in YOUR Dewey Tool Kit?

Teaching Dewey? Just add zombies!

Miss READER PANTS

FOOD & WATER	SHELTER	DANGERS	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

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