

ROLL THE ROOM

HOW TO PLAY

TEACHER GUIDE

Six classroom spots. Six dice faces. One moving room.

ROLL THE ROOM is a hands-off classroom movement game. Students choose a colour side, watch six dice power the matching towers, link up with another side, and occasionally rotate around the room.

QUICK START

- 1 Mark six clear spots around the room.
- 2 Choose 5, 10, 15, or 20 minutes.
- 3 Press START. Students get 20 seconds to choose a starting colour.
- 4 After that, the game runs automatically. Teacher controls are optional.

THE SIX SIDES



PINK
DIE FACE 1



TEAL
DIE FACE 2



GOLD
DIE FACE 3



GREEN
DIE FACE 4



PURPLE
DIE FACE 5



ORANGE
DIE FACE 6

NORMAL ROLL

Every die powers the colour that matches its face.

Example: if the six dice show 2, 2, 4, 5, 5, 6, Teal gains 2 charge, Green 1, Purple 2, and Orange 1. The level meters update automatically.

CHOOSE THE PLAY WINDOW

5 MIN

QUICK ROLL

1 Link Round + 1 Room Roll

10 MIN

ROLL OFF

2 Link Rounds + 2 Room Rolls

15 MIN

FULL GAME

3 Link Rounds + 3 Room Rolls

20 MIN

SIX-SIDE CUP

4 Link Rounds + 4 Room Rolls

Important: the 20-second opening choice period happens before the selected game clock begins.

ROLL THE ROOM

THE GAME LOOP

TEACHER GUIDE

1 ROLL

Six dice drop through the kinetic tower and settle into holders. Each die adds charge to its matching colour tower.

2 LINK

Two dice choose two different sides. The first side moves to the second side. They share one special roll.

3 MOVE

A giant Room Roll moves everybody clockwise. Wherever students land becomes their new side.

LINK ROUND

Temporary teamwork. Clear movement. Shared payoff.

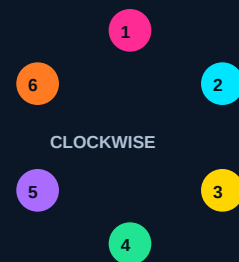
Two dice choose two different colours. The screen shows which side travels. Students get 10 seconds to move safely. Then all six dice roll again. Every die showing either linked colour powers BOTH linked towers, plus both linked towers receive a +1 Link Bonus.

After the Link Roll, students get another 10 seconds to return to the side they were standing at before the link.

ROOM ROLL

The room itself changes sides.

A giant die rolls. If it lands 1-5, every group gets 10 seconds to move that many colour spaces clockwise. The colour students reach is now their side. If the die lands 6, everyone stays put and the next normal roll counts DOUBLE.



RARE ROLLS

Teachers do not need to memorize these - the game announces and scores them automatically.

FULL SPECTRUM	1-2-3-4-5-6	+2 to every side
THREE PAIRS	Three different pairs	+1 to each paired colour
4 STACK	Four matching dice	+3 bonus to that colour
5 STACK	Five matching dice	+6 bonus to that colour
PERFECT SIX	All six dice match	+12 bonus to that colour

FINISH: when time expires, one final roll is played. The colour with the most charge becomes the **SIDE CHAMPION**. Ties are broken automatically by dice.

THE TEACHER PROMISE

Choose time -> press START -> let the room play.

The game handles rolls, scoring, movement countdowns, Link Rounds, Room Rolls, rare bonuses, the final roll, and tie-breakers. There is no teacher scorekeeping or movement judging.

OPTIONAL TEACHER CONTROLS

PAUSE

Stop the sequence temporarily.

SKIP

Move past the current timed beat if needed.

SOUND

Turn game audio on or off.

FULL SCREEN

Use for the clearest projector view.

ROOM SETUP

- Use six clearly visible spots around the room. They do not need to be perfectly spaced.
- Keep walking paths open between colours before starting.
- Students may choose friends during the 20-second launch.
- Aim for reasonable group sizes, not perfect balance.
- The six colours always stay Pink, Teal, Gold, Green, Purple, Orange.

SAFE + ACCESSIBLE PLAY

- Walk between zones - no racing is required.
- Keep furniture, bags, and equipment out of travel paths.
- Adjust zone locations for mobility needs. A student can remain in a safe location and follow the new side visually if travelling is not appropriate.
- No student is eliminated. Colour allegiance changes as the room moves.

TECH + TROUBLESHOOTING

Runs offline

The HTML is self-contained; no internet connection is required after opening the file.

If display looks cramped

Use Full Screen and a landscape projector or monitor.

No student accounts

No names, logins, or student data are needed to play.

If audio is silent

Press START first; browsers require a user action before audio can begin.