

Build an English Language Learner

1. Roll **both** dice.
 - If the sum is even, your student is a boy.
 - If the sum is odd, your student is a girl.
2. Roll **both** dice.
 - The sum is the grade level of your student.
3. Roll **both** dice.
 - If the sum is between 2 and 4, your student speaks French.
 - If the sum is between 5 and 7, your student speaks Arabic.
 - If the sum is between 8 and 10, your student speaks Spanish.
 - If the sum is 11 or 12, your student speaks Bengali.
4. Roll **one** die.
 - If your student speaks French and the number is even, he/she is from Cote D'Ivoire in Africa, if the number is odd, he/she is from Haiti.
 - If your student speaks Arabic and the number is even, he/she is from Sudan in Africa, if the number is odd, he/she is from Syria.
 - If your student speaks Spanish and the number is odd, he/she is from Guatemala, if the number is even, he/she is from Mexico.
 - If your student speaks Bengali and the number is even, he/she is from southern India, if the number is odd, he/she is from Bangladesh.
5. Roll **one** die.
 - If the number is even, your student is from a rural area.
 - If the number is odd, your student is from an urban area.
6. Roll **one** die.
 - If the number is 1 or 2, your student had a formal educational background in their home country. They have on grade level skills in math and reading in their home language.
 - If the number is 3 or 4, the student has had some schooling in their country. Their home language skills are basic in most areas, but have significant gaps.
 - If the number is 5 or 6, the student has had little to no schooling in any language.

7. Roll **one** die.

- If the number you roll is five or less, this is the English language proficiency level of your student.
- If you roll a six, roll again.

8. Roll **both** dice.

- If the sum is 6 or less, your student is hesitant to participate in class.
- If the sum is greater than 6, your student is an active learner. He/she is willing to take risks in class.

9. Roll **one** die.

- If the number is 1, 2, 3, or 4, your student is very social. He/she makes friends easily and wants to interact with peers.
- If the number is 5 or 6, your student prefers not to socialize.

10. Roll **one** die.

- If the number is 1, your student has a physical disability.
- If the number is 2, your student has a learning disability.
- If the number is 3, your student has a chronic health issue.
- If the number is 4, your student has emotional or mental health issues.
- If the number is 5, your student is academically gifted.
- If the number is 6, your student has been/ is being abused in some way.

11. Roll **one** die.

- If the number is even, your student is happy to be in the US.
- If the number is odd, your student is not happy to be in the US.

12. Roll **one** die.

- If the number is even, your student's mother is living with the family.
- If the number is odd, your student's mother is not with the family.
 - If the mother is with the family, roll the other die.
 - If the number is even, she is literate in the home language.
 - If the number is odd, she is not literate.

13. Repeat **#13** for the student's father.

14. Roll **both** dice.

- This is the number of people who live in your student's home currently.

15. Roll **one** die.

- If the number is 1, 2, or 3, your student was living in poverty in their home country.
- If the number is 4 or 5, your student lived relatively comfortably in their home country.
- If the number is 6, your student is from a family considered to be affluent in their home country.

16. Roll **one** die.

- If the number is 1, 2, 3, 4, or 5, your student is living in poverty in the US now.
- If the number is 6, your student is living a comfortable life in the US.

17. Roll **both** dice.

- If the sum is 5 or greater, your student's family entered the US lawfully.
- If the sum is 4 or less, your student's family entered the US without proper documentation.

18. Roll **one** die.

- If the number is even, your student suffered some severe form of trauma on their immigration journey.
- If the number is odd, your student had a relatively non-traumatic immigration journey.
(All immigration is traumatic in some ways)

19. Roll **both** dice.

- Add the numbers.
- Roll **one** die.
- Multiply the first sum by this number.
- The total is the number of other ELLs in your student's school.

20. Roll **one** die.

- If the number is 1 or 2, your student has teachers that are well trained in working with English Language Learners.
- If the number is 3, 4, 5, or 6, your student's teachers have had little to no training in addressing the needs of ELLs.