

# Build a Science Learner

Roll dice to create your student

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 5, your student speaks French. If the sum is between 6 and 9, your student speaks Arabic. If the sum is between 10 and 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 Quebec in Canada. If your student speaks Arabic and the number is even, he/she is from Morocco on the west coast of Africa. If the number is odd, he/she is from Indonesia. If your student speaks Bengali and the number is even, he/she is from a rural village in southern India. If the number is odd, he/she is from the Capital of Bangladesh, Dhaka.

5. Roll **one** die.

If the number is 1 or 2, your student had an excellent background in science in their home country. If the number is 3 or 4, the student has studied some science in their country. If the number is 5 or 6, the student has little to no scientific knowledge.

6. 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.

7. Roll **both** dice.

If the sum is 6 or less, your student is shy and reserved, He/she 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.

# My Science Learner

Name \_\_\_\_\_

Gender \_\_\_\_\_

Grade \_\_\_\_\_

English proficiency level \_\_\_\_\_

Home Language

Home Country

\_\_\_\_\_

\_\_\_\_\_

Science background

Personality

\_\_\_\_\_

\_\_\_\_\_

Learner Strengths

Learner Challenges

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