



On a Safety Roll

By Linda Tapp, ALCM, CSP

With a few pair of regular dice, you can create many variations of a simple safety training activity called Safety Roll. With a little more effort, you can create your own dice and have a highly customized and effective addition to our classes.

When using regular numbered dice, the first thing you will need to do is make a chart that has at least two columns and 6 rows. Each of the rows will correspond to a number on each side of the dice (1-6). See the end of this article for sample charts for version 1 and 2 discussed below.

All of the following versions use a pair of regular dice. The first way to play “On a Safety Roll” is to think of 6 questions, preferably multi-part, and to list these questions in column two of the chart. Before starting, each team should roll the dice and the team with the highest number should go first, and so on. Each team takes a turn to roll the pair of dice. They pick one of the dice to represent the question they must answer and the second to represent the points they will get for answering the question correctly. For example, if they rolled a 3 and a 5, they could choose to answer question 3 and if they answer it correctly, their team would be awarded 5 points. If the question is answered correctly, it is crossed out and no longer an option for the team that goes next. If it is not answered correctly, it is still an option for the other teams. If the next team also rolls a 3 and a 5, their options are now limited and they must now answer question 5 for 3 points. If they answer question 5 correctly, it is also crossed out. In the unlikely event that the third team to go rolls a 3 and a 5 as well, and both of these questions have already been taken, they lose a turn since and the next team goes. Teams take turns until all questions have been answered. After all questions have been answered, tally the points and announce the winner.

This activity as described above works best with small classes that have 2 or 3 teams. If you have a larger class, you can still play this activity but you will need to work with 2 or 3 columns of questions (which means you will need to think of 12 or 18 questions instead of 6). See the version 2 chart at the end of the article. If you play with multiple question columns, each team can pick any question with a particular number. For example, if a team rolls a 3 and a 5, they can choose to take 3 points and try to answer question 5 from

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column A, B, or C. Having this many questions will definitely make the class go longer and if this is an annual refresher, you could even have this extended activity make up the bulk of your class if you stop and adequately review and clarify all answers that are given by teams.

If you want to try to make your own dice, you can simply get a large piece of cardboard and follow the instructions found on the next page. Before you fold and tape together your homemade dice, you should add the text or pictures that will be used on each panel since it's much easier to write on the cardboard while it is flat than after it is in the shape of a cube.

If you want to take an easier route, you can purchase large dice and modify them. For example, [Oriental Trading Company](#) sells large foam dice for about \$8/dozen. You could buy these and cover each side with paper or large labels that you can write on.



If you decide to try making your own dice, here are two activity ideas for you to try out:

- Using two dice, write the names of a different locations or departments in your facility on the 6 different sides of one of the dice.
- On the second die, write 6 different types of incidents or emergencies on each of the sides.

After dividing the trainees into pairs or small teams, have each group take turns rolling the pair of dice. The pair or team will have to tell the class the correct procedures that must be followed in the event of that particular emergency occurring in that particular location. For example, if one of the locations on the first die was “Warehouse” and one of the emergency types that was included on the second die was “hazardous chemical spill” and these two sides of the dice were facing up after the dice were rolled, the group would need to describe the detailed procedures that would need to be followed if there was a hazardous chemical spill in the Warehouse. The responses should not just be a simple “get spill clean up kit” but should provide details including where the kit is located, who should be called, using which phone and which number, who should be

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notified and how, and any other steps they would take such as restricting access to the area. Some suggestions for different types of emergencies include hazardous chemical spills, forklift accident, serious injury with potential bloodborne pathogens present, Carbon monoxide (or other) alarm, employee having heart attack, and/or a small fire in a trash can.

If you use customized dice, you could also set up the activity for chemical safety classes. Again, you would use two dice. On one of them, you could write the names of 6 common chemicals or chemical products found in your facility on the 6 sides of the first dice. On the other dice, write 6 areas related to chemical safety that the trainees need to be familiar with such as storage, PPE required, incompatibilities, spill clean up procedures, first aid if there is skin contact, and disposal. Have each team roll the dice and then describe the procedures for the chemical that is shown on the dice. For example, if “alcohol” is one of the chemicals and the one that shows when the dice is rolled, and “storage” shows on the top of the dice that is shown, the team or pair that rolled the dice will need to describe the proper storage requirements for alcohol.

With regular numbered dice or large custom made dice, the possibilities for using dice in safety training are really only limited by your imagination.







Version 1

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Number	Question
	
	
	
	
	
	

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Version 2

Number	Column A Question	Column B Question	Column C Question
			
			
			
			
			
			

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Make Your Own Dice Diagram

