

# ALEA

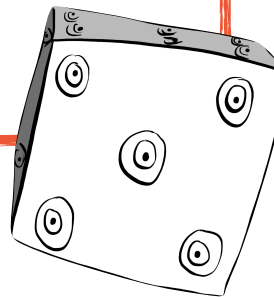
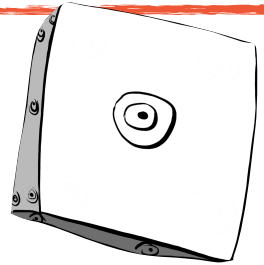
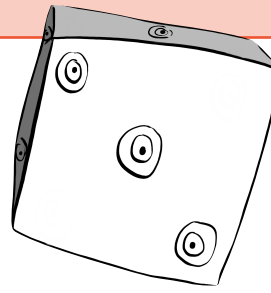
A game of alea is a nice connection to the activities in the popina in Chapter 1 and the picture on page 21, but it can be played with material from any chapter.

### GROUPS:

Divide the class into teams of 4. Try to create teams of equal ability as they are competing against each other.

### MATERIALS REQUIRED:

- 1 six-sided die for each group.
- Paper plates/tray.
- 1 copy of Worksheet A and Worksheet B per student ( these are included in this pdf – or make your own based on your class needs).
- One pen/pencil per group.



### RULES OF PLAY:

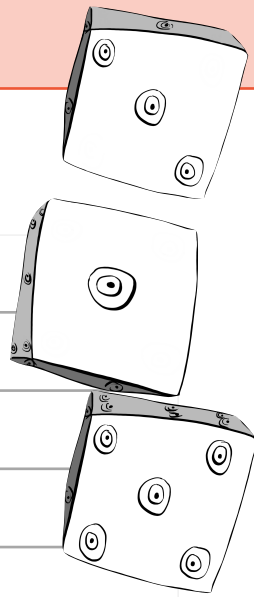
- Students sit together in their group.
- Each student has a copy of the worksheet and a pen.
- Each student in the group takes turns rolling the die. If die is rolled off the tray then it doesn't count.
- When a student rolls a 6, they stop rolling and start doing the problems on the worksheet.
- The other students continue to roll the die until one of *them* rolls a 6. Then the first student immediately has to stop solving problems on their own worksheet and pass the pen/pencil to the second student, who can start to fill out problems on *their* sheet.
- The remaining students (including the first to roll the 6) continue rolling the die to see who can get the next 6 etc.
- The first one to finish the worksheet correctly wins the game.

### HANDY HINTS

1. When a student thinks they have finished the first worksheet correctly, they take it to the teacher to check – who will highlight anything that needs working on OR pronounce a winner.
2. If there is something that needs correcting, the student can't correct it until they get a 6 again.
3. Depending on how long you need the game to last, it can be played with only one worksheet or if you want to play for longer, the first student to complete Worksheet A correctly can start Worksheet B.
4. Students should shield their answers from prying eyes when working!!
5. Depending on toleration for noise, this game can be played in silence or at full volume.
6. A game of alea gives students the idea of how frustrating rolling dice can be!

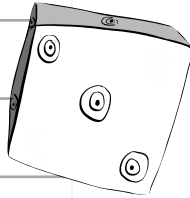
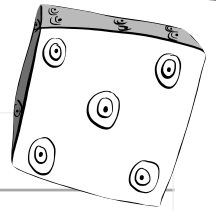
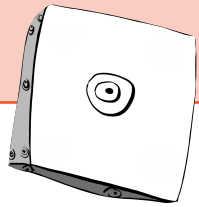
Disclaimer: this game is a version of a pre-existing activity from [latinahilaria.com](http://latinahilaria.com)

## ALEA: SHEET A



1	What is the name of the girl in our story?	
2	What is the name of the aunt in our story?	
3	What is the name of the father in our story?	
4	What is an <b>īnsula</b> ?	
5	How do you say 'I live in the Subura' in Latin?	
6	True or False? <b>Subūra est clāmōsa</b> ?	
7	How do you say 'she works' in Latin?	
8	Translate into English <b>ego nōn legō</b> .	
9	Who is the subject of the sentence if the verb is <b>labōrās</b> ?	
10	Who is the subject of the sentence if the verb is <b>dormiō</b> ?	
11	Where does the aunt work in our story?	
12	What's the name of the young man carried into the Subura by the litter?	
13	Why isn't there much evidence for Roman working women?	
14	In what year was Rome founded?	
15	Who established one-man rule?	
16	What does <b>annō dominī</b> mean?	
17	Who lived in the upper stories of an insula?	
18	Give the Latin phrase that the parrot keeps on saying in our story.	
19	How many people lived in Rome in AD 64?	
20	Change the verb <b>dormiō</b> to make it mean YOU sleep.	

## ALEA: SHEET B



1	<b>dormiō</b>	
2	<b>ego</b>	
3	<b>frāter</b>	
4	<b>hōra</b>	
5	<b>in</b>	
6	<b>īnsula</b>	
7	<b>labōrō</b>	
8	<b>legō</b>	
9	<b>meus</b>	
10	not	
11	father	
12	I laugh	
13	enslaved person (male)	
14	you	
15	crowd	
16	where	
17	street	
18	I am	
19	you are	
20	she/he/it is	