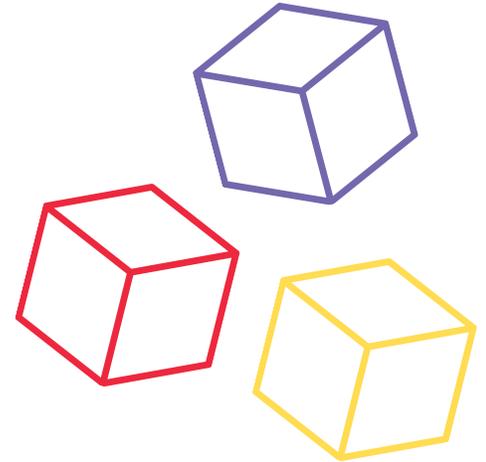# ERASABLE *dice*

HOW TO

Write prompts, categories, or roles on each side of the die. Students roll and respond based on what appears.

Roll-a -Question

Each side shows a type of thinking:
- Define it
- Give an example
- Apply it
- Compare it
- Draw it
- Explain why it matters

Review Roulette

Each side shows a topic or unit

Students roll and answer from that category

Misconception Challenge

One side = "Common mistake"

Others = correct responses

Case Builder

Use 2-3 dice:
- Patient/Population
- Condition
- Symptom or complication

Students respond to the generated scenario
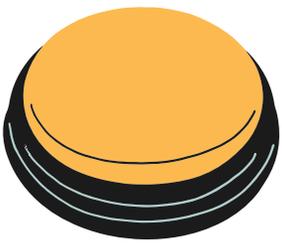
Build a Process

Each roll = next step in a process
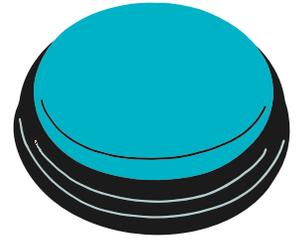
Intervention Challenge

Dice prompts:
- Assess
- Diagnose
- Treat
- Educate
- Prevent
- Refer

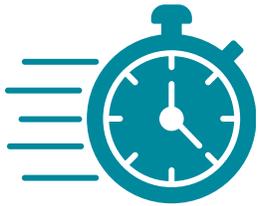Students respond to a case using the selected lens

BUZZERS

HOW TO
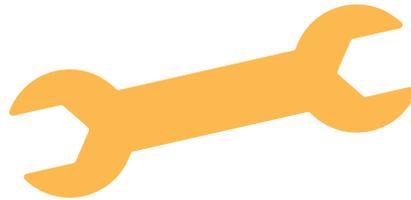
Ask a question and the first student/team to buzz answers.

Fastest Response:
Great for quick recall and energy

Priority Ranking:
Students buzz to and justify the best answer. Great for evaluation and reasoning.

Fix It Challenge:
Present an error, students buzz to correct it. Great for higher-order thinking and analysis.

True/False Showdown:
Students buzz to challenge incorrect statements. Best for spotting misconceptions.

Clinical Decision Race:
Present a scenario and the first to buzz answers the diagnosis and next step. Great for real-time decision making.