

## Liar's Dice (Simplified Version)

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To start the game, players shake their cups with the dice in them. Then everyone slams them on the table with the openings downward, so no one else can see how the dice fell.

2

Players can look at their own dice, but they shouldn't be able to see anybody else's. After you peek at your dice, based on what you found you can make a call about how many of any number of dice there are on the table.

For example, you can say "three 2s," meaning you think that there are three dice on the table that rolled a 2.

Remember, your guess includes all the dice belonging to all the players, not just your own dice, so you're making a guess that includes dice you can't see!

3 The calls go to the left. Each player takes turns calling higher numbers until someone calls "liar!" (For example, if a player calls "there are two 2's" then the next player has to say at least "three" of something, like "there are three 5's." They can of course call out a larger number! "There are eight 2's!")

4 1s are wild. They count as every number.

5 Eventually somebody will make what the next player believes to be an impossible call. For instance, they might say there are six 6s when there are only eight dice on the table. When that happens, they can call "Liar!" At that point, the dice are revealed.

If you call somebody a liar and you were wrong, you lose a die.

If you call someone a liar and they were lying, they lose a die.

6 The last player who still has a die wins at the end of the game wins.

## **Liar's Dice** (Simplified Version)

How did you use the following concepts in this game?

- 1.) **Heuristics** – General strategies that we use to understand and master our world. (It looks like food... I'll taste it!)
- 2.) **Maintenance Rehearsal** – Running information over and over again in your short term memory to keep it from slipping out. (Repeating a Phone #)
- 3.) **Declarative Memory** – Actively calling forth knowledge when you need it. (What's her name again?)
- 4.) **Procedural Memory** – Storage of knowledge about a process. (How to tie my shoe)
- 5.) **Recognition** – Seeing something similar to what you experienced before. (127<sup>th</sup> and Cicero? Oh! School is THIS way!)
- 6.) **Recall** – Actively calling upon previously learned material. (What was the first stage of the Hierarchy of Needs?)