**Simple Dice Rolling Game**

**Concepts learned:**

* **Random number generation:** The dice roll is simulated using random.randint(), teaching students how to create and use random values.
* **Loops:** The game continues to let the user roll the dice until they choose to quit.
* **Input handling:** The game captures user input and responds accordingly.

**Key Learning Outcomes:**

* **Iteration:** The while loop allows for repeated dice rolls until the user exits.
* **Randomness:** Learning how random numbers can be generated and used in games.
* **Conditionals:** Simple if statements are used to check for the player's input (to quit) or to handle dice outcomes.