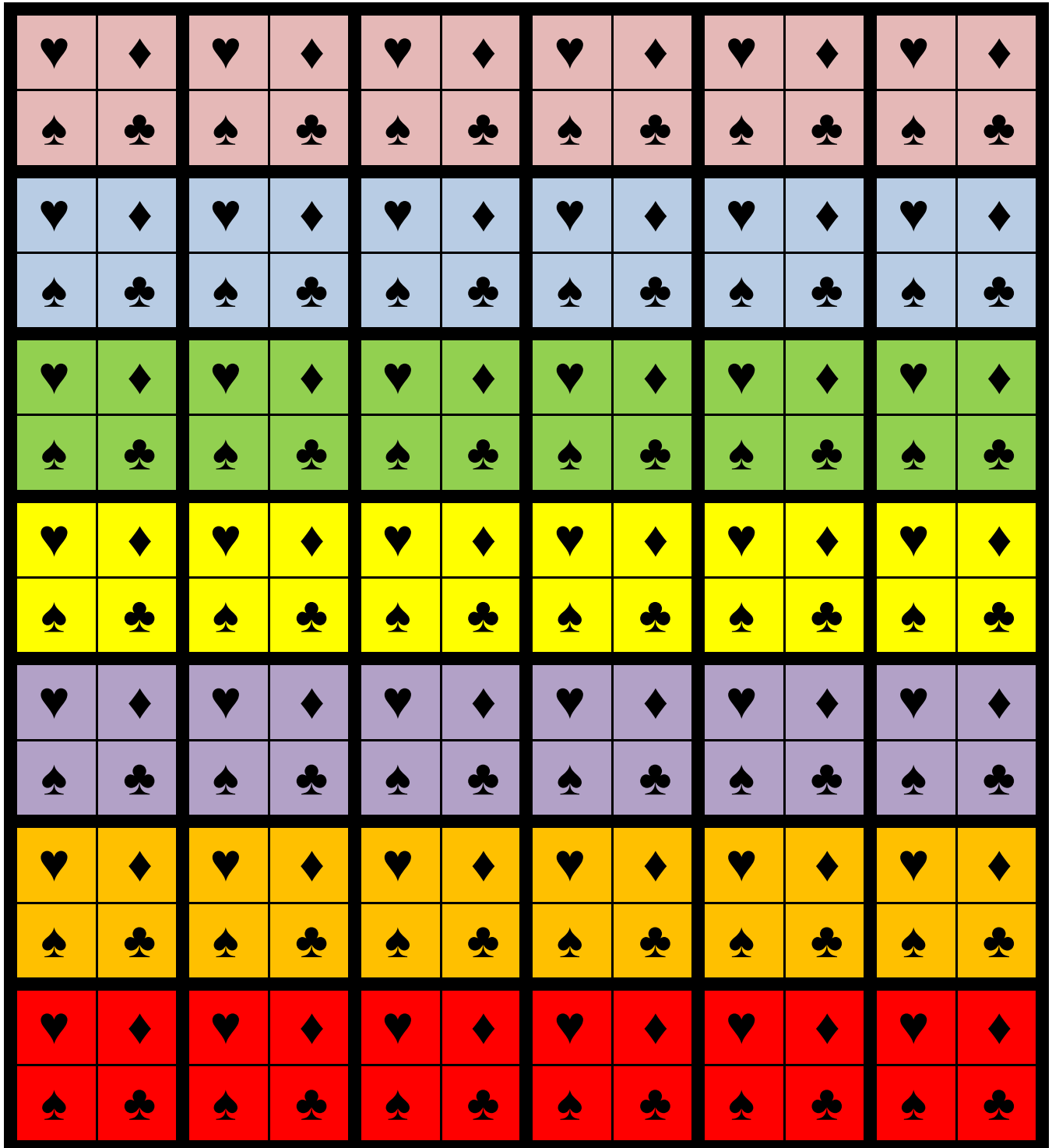


Game Board



**Movement cards:** Cut these up along the thick lines, you only need one of these for each team, so save the others for another time. If your printer won't do colours, I just get students to draw a square around their card in a colour of their choice.



# Instructions

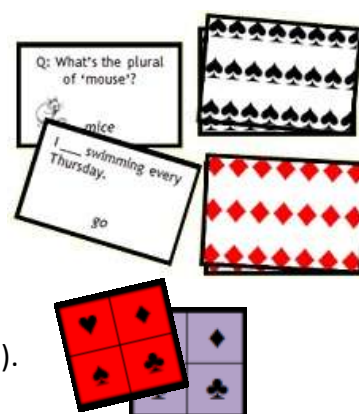
This game is a nice end-of-term or before-half-term activity, when you want to do something lighter with the class (but still studying English).

The object of the game is to answer one corner question from each category correctly. It can be quite challenging, so look carefully at the questions and decide if they are appropriate for your learners.

It's quite time consuming - between 45 mins and 1 hour 30 mins to play. If you need to stop before the game is finished, the winner is the team who has completed the most corners.

## You will need:

- 1 game board for two teams of students (best with 2 or three students per team)
- 1 set of question cards (four categories – photocopy the questions and question backs double-sided). It doesn't matter if you can't get the red and black colours!
- 2 movement cards (one for each team)
- 1 dice per team (or 'die' if you want to be strictly accurate).



## Procedure

1. Tell the students the names of the different categories (e.g. hearts = grammar, clubs = speaking ...)
2. Both teams start with their movement cards in the centre
3. First team throws the dice and moves the number of spaces indicated. They can choose any direction (so any category) – maybe there is something they want to practise or think they are good at.
4. The other team asks them a question from that category (for grammar / prepositions / phrasal verbs / spelling questions the answer is on the card).
5. If they answer correctly, they roll the dice again and continue playing. If they answer wrongly, the other team can roll the dice and play.
6. If they land on a corner square, they should answer the question as normal. But, if their answer is correct, they can 'colour in' the appropriate corner of their movement card. The game is finished when one team has coloured in all corners of their card (has answered one question correctly from each corner).
7. You might want to add a rule that once a team has answered 3 questions in a row then they stop and the other team can play – otherwise if one team are brilliant the others don't get a chance.

