

Teacher's notes

Pupils must use English to communicate while they play. Teach/revise some essential phrases beforehand, e.g. *Whose turn is it? It's my turn. You're the winner.*

Arrange the class in small groups of three or four pupils.

Each group needs a dice and counters. Alternatively a spinner and coins can be used.

Explain the following rules. This can be done by example:

- To start, pupils all throw the dice / spin the spinner. The player with the highest number starts. The player to the left takes the next turn. Play continues in this direction.
- Pupils go around the board saying and/or spelling the word illustrated on each space they stop on.
- If pupils are unable to say and/or spell a word they must go back to their previous stop.
- The first pupil to reach 'Finish' is the winner.

Key:



Miss your turn.



Move forward 4 spaces.



Move back 2 spaces.



The player to the right takes the next turn. Play continues in this direction.

Review



30 Finish

29 

28 pink

27 

26 

25 

24 

23 black

22 

21 

20 

19 

18 

17 

16 

15 

14 yellow

13 

12 

11 

10 blue

9 

8 purple

7 

6 

5 

4 

3 green

2 

1 Start