

## 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 27 26

25

24 23 22 21 20

19 18 17 16 15

14 13 12 11 10

9 8 7 6 5

4 3 2 1 **Start**