



Visit www.english-able.com/board-games to select your desired questions and challenges. Once you have chosen what you want to use, go to your “Board Game Studio” page and assign topics to the first four coloured buttons. **See recommendations below.**

Preparation

- Print one board per group and grab one die per group.
- Divide your class into groups of any size, though we recommend no more than 4 to optimise engagement. Players can play alone or, for larger or less confident groups, in pairs..
- Hand out boards and dice.
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Game Play

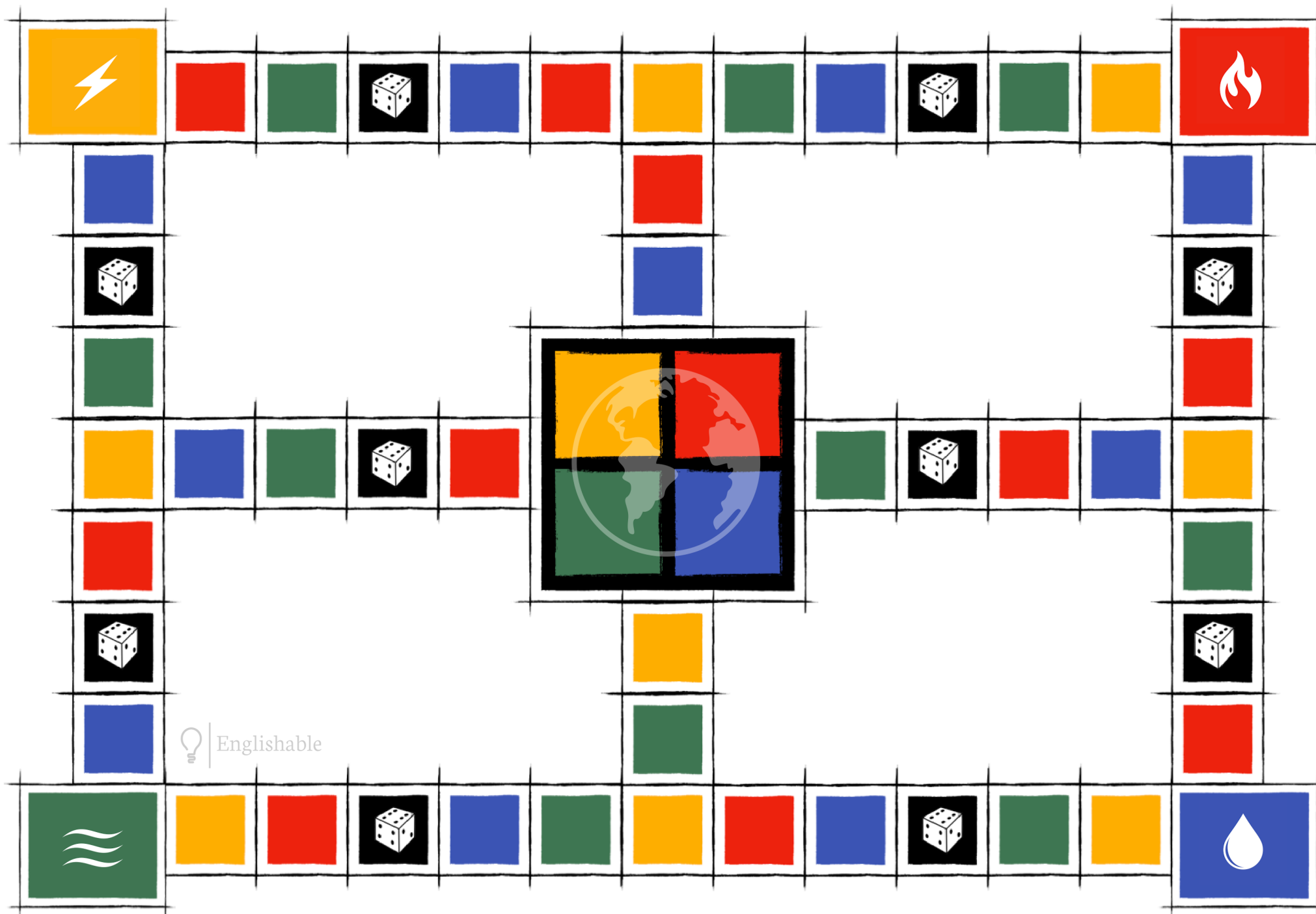
- Each player/pair places their piece at the board's centre. Any small object can serve as a piece.
- Determine the starting player with Rock, Paper, Scissors.
- The starting player/pair rolls the die and moves their piece the indicated number of spaces. They can move in any direction.
- Upon landing on a coloured square, another player selects the corresponding colour button on the phone and presents the challenge/question.
- Correct answers allow the player another roll. **To maintain engagement, consider limiting consecutive rolls to two or three per player before passing to the next player.**

- Landing on a black square with a die symbol means rolling again.
- If a player lands on any of the four corner squares and answers the question correctly, they receive the corresponding element token. They must land exactly on the corner. If they throw a higher number they must continue past it.
- Players can change direction or cross the board centre on any turn.

Note: Element tokens are provided to print out and cut up, but this goes a little against the sustainability ethos of Englishable, so to save on resources we would recommend keeping track of who has collected which element by one student making a note.

Recommendations

- Assign a challenge to the black button. Each time a player lands on the black square with the picture of a die, they must complete the challenge in order to receive another throw (or maybe two extra throws).
- Once they reach the centre, make winning a little harder by having them answer one question from each colour!
- Assign an additional challenge to the purple button. This could be used as an extra task to be done in order to achieve final victory!



ELEMENT TOKENS

