

STOP! GRAMMARTIME



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 each of the six the coloured buttons. **See recommendations below.**

Preparation

- Print one board per group.
- Print and cut out 5/6 copies per group of each money page if using.
- Split your class into groups of 4.
- Hand out one board and die per group.
- Assign one student as banker.
- The banker should give \$1000 to each student.
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Note: Cash is provided to print out and cut up, but you would need a lot, this goes a little against the sustainability ethos of Englishable, so to save on resources we would recommend the banker keeping track of finances with a piece of paper and pen instead.

Game Play



- Each player selects a colour.
- Determine the first player with Rock, Paper, Scissors. The winner rolls the die and moves their piece (any chosen marker) the number of spaces indicated.

Example 1:

- Player 1 rolls a 2, landing on “The Park,” a green space. The player assigned to green asks a question by clicking the green button on the phone. If Player 1 answers correctly, they receive \$100 from the green player. If incorrect, they pay the green player \$100.

Example 2:

- If Player 1, who is also the green player, rolls a 2 and lands on “The Park,” any player clicks the green button. A correct answer earns \$100 from the bank; an incorrect answer means paying the bank \$100.

Landing on the black jail corner requires pressing the black button for a challenge or question. The jailed player must answer correctly to exit jail on their next turn. Otherwise they stay put!

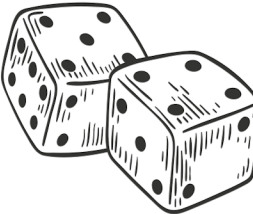
There is a specific “**Stop Grammartime**” set in the challenges section which you can assign to the purple button (or orange if using the three player board). This contains game specific stuff like “It’s your birthday! Collect \$50 from each player as a birthday gift.”

The game continues until money runs out, questions are depleted, or time set by the teacher expires. The wealthiest player wins.

Recommendations

- Assign a grammar topic to each of the colour buttons corresponding to the player colours. Assign a challenge topic to the corner colours.
- Choose a fun task for the “GO” square. For example: In order for a student to receive \$200 for passing “GO”, they must first pay a compliment to the teacher or a classmate. No repeating compliments!
- Unlikely to be a problem, but make sure the phone being used doesn’t go to sleep too quickly if not touched, this can cause irritating delays.

		ICE CREAM PRALOR	SPORTS SHOP	BOTANIC GARDENS	BOOK SHOP	SUPERMARKET	SWIMMING POOL		
\$100		\$100	\$100	\$100	\$100	\$100	\$100		
MUSEUM	\$100	STOP! GRAMMARTIME 						\$100	THE ZOO
NATIONAL PARK	\$100							\$100	UNIVERSITY
GOLF COURSE	\$100							\$100	CAFE
BAKERY	\$100							\$100	STADIUM
GO * \$200									
		\$100	\$100	\$100	\$100	\$100	\$100		
		LIBRARY	THE PARK	GYM	RESTAURANT	SCHOOL	THE BEACH		

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