



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 coloured buttons. **See recommendations below.**

Preparation

- Print one board per group.
- Split your class into groups of two or three. If three, two will go head to head, one will act as the referee.
- Hand out boards
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Game Play

“End Zone” is very simple, but deceptively hard to win.

In order for you to understand the game, we have provided a full explanation on the next page. These are basic instructions on the mechanics of the game. We would advise giving the next page a look now and then coming back here.

Once these rules are understood, it can be adapted in as many ways as your imagination will allow. To help you out with your imaginings, read on for recommendations.

Recommendations

Of course, this game can be used with the Board Game Studio colours. Simply have students alternate between topics on each question/challenge. Students take it in turns, one topic, one question each. Correct answer, one move each. Move or block.

Another way to play “End Zone” involves accumulating multiple points before making moves. This may be a more fun way of taking on the game:

Taboo - In groups of three (or pairs), this game lends itself very easily to Taboo. The referee uses the Taboo cards to describe words. The first student to guess the word correctly moves their piece or draws a wall. Alternatively, the referee uses a set number of cards, or describes cards for a set time. At the end of this, if Player 1 guessed 3 words and Player 2 guessed 4, they have that many moves to make. Players then use these moves alternately until they are all spent.

Chess Clock/Time Bomb Timers - Head over to your Toolbox page and take a look at the timers that you find there. These could be used very effectively with this game. No need for a referee. Visit the website for more on these.

Grammar/Topic/Parts of Speech Activities - There are countless games on our site which would fit very well with “End Zone”. Whether making conditionals with one of our “What if...?” games, talking about the future with “Predictions”, using passive voice in “Comparable?”, or practicing past perfect with “Explain Yourself”, the possibilities are almost endless. Best of all, **they are free!**

Remember, with QR codes, all this can be done on smartphones so that the only thing you’ll be cutting is your preparation time!

Who needs materials? - Give each player 30 seconds to... make third conditional sentences/say things happening now in present continuous/name as many foods as they can/list uncountable nouns that begin with “S”. Add up their totals. That’s how many moves they get.

END ZONE

Game Play

1. **Starting the Game:** Decide who goes first with a simple game like Rock, Paper, Scissors. Both players place their piece in the centre of their “End Zone”.
2. **Taking Turns:** On a player's turn, they have the option to either **move their piece one space** or **draw a line** (representing a wall) across three dots. However, to take an action, they must first successfully answer a question or complete a challenge.
3. **Drawing Walls:** To draw a wall, a player must answer a question or complete a challenge correctly. They then draw a line across **three adjacent dots** in any direction, blocking that path for both players. Walls cannot intersect or be drawn diagonally. Each player is allowed up to 10 walls per game.
4. **Moving Pieces:** If a player chooses to move their piece, they must also answer a question or complete a challenge. If successful, they can move their piece to an adjacent space. They can move forward, left, or right (not diagonally). Players cannot move through walls.
5. **Winning the Game:** The first player to reach their opponent’s “End Zone” is the winner.



