

CHINESE CHECKERS



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

- Choose a board (depending on desired number of topics, we have included boards for 3, 4, 5, or 6 topics) and print one per group.
- Groups can be 2, 3, 4 or 6 players, though we recommend no more than 4 to optimise engagement. Players can play alone or, for larger or less confident groups, in pairs.
- Show your Board Game Studio QR code to the students. They will need one phone per group.

Game Play

- Each player places their pieces on their three black dots on their side of the board. Any small object can serve as a piece, so long as students can remember which pieces belong to them.
- Determine the starting player with Rock, Paper, Scissors.
- The aim of the game is for players to move their pieces into the black dot spaces on the opposite side of the board. In one turn a piece may either be moved into an adjacent space OR it may make one or more hops over other pieces.
- When a player decides on the move they wish to make, they must answer a question/complete challenge corresponding to the colour of the square they will land on. Correct answer = they can move, incorrect = they stay put.

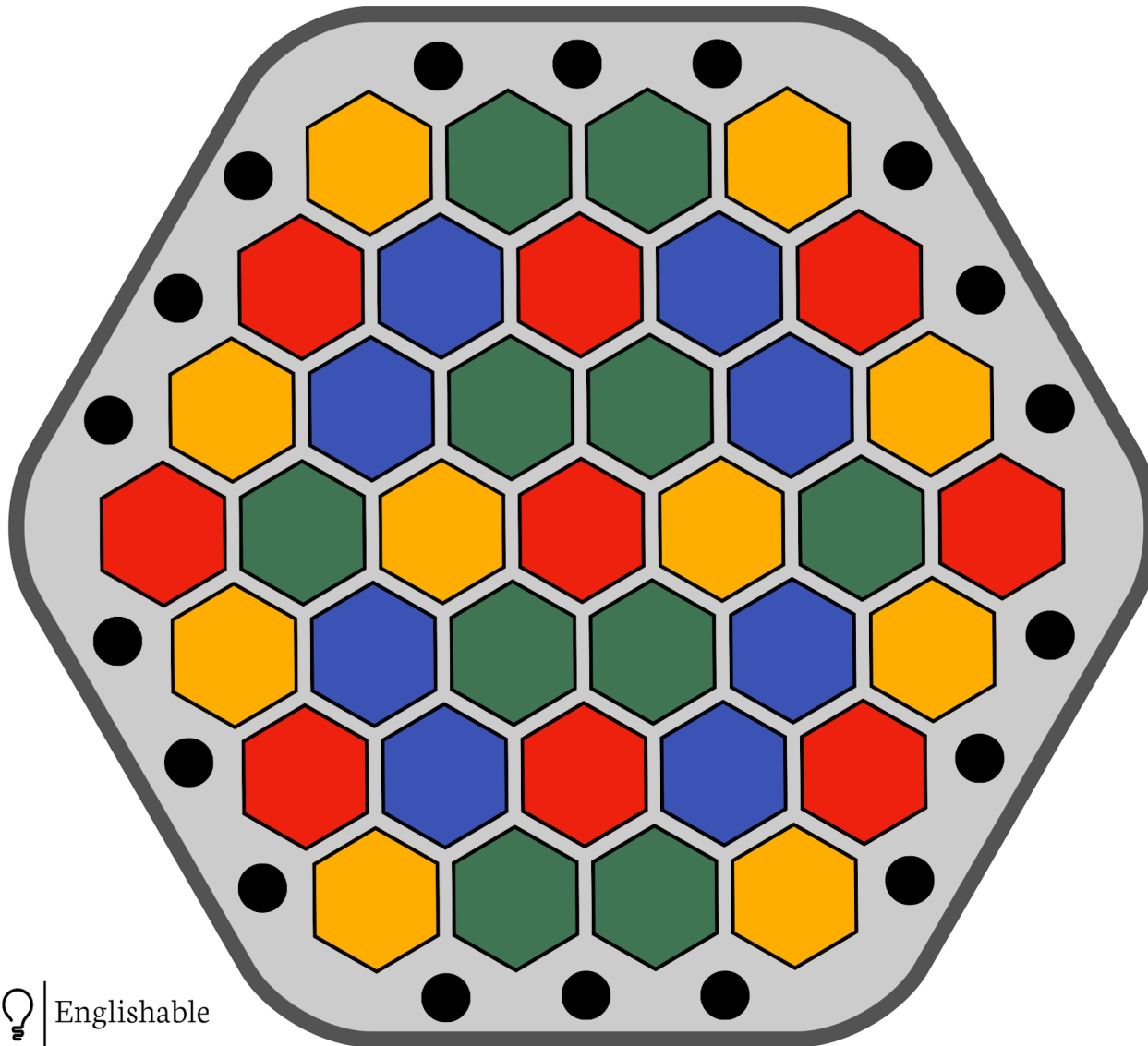
Recommendations

- Try to assign a mix of challenges and multiple choice quizzes to the different coloured buttons. This helps to keep the game interesting.
- Perhaps assign a special challenge topic that players must complete before they are able to move their pieces into the finishing spots on the opposite side of the board. Premium Members can create their own and intergrate it into the smartphone set up.

This game is usually played alternately, one move at a time. However, you may wish to use a different approach:

Chinese Checkers lends itself very easily to **Taboo**. Assign one student per group as the referee, who uses the **Taboo** cards to describe words. The first student to guess the word correctly can move one of their pieces. Using the Taboo page in your free “My Activities” area, you can combine all our cards and remove any that they don’t like, creating your own mega deck to be on student smartphones in a flash. Visit www.english-able.com/taboo.

Alternatively, they could play Taboo for a designated time period, for example 2 minutes at a time. Total up how many each student scored in the time period, then allow them that many turns each alternately on the checkers board.



Game Play

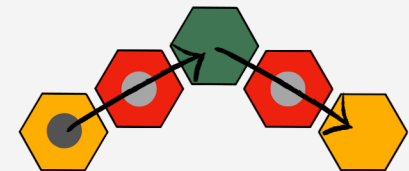
The aim of the game is to move your pieces to the black dots on the opposite side of the board. The first player to do this is the winner.

- With each turn, the player must move one of their pieces one space. To do this, they must answer a question from the colour of the target space.
- Players can jump across a space occupied by another counter, like this:

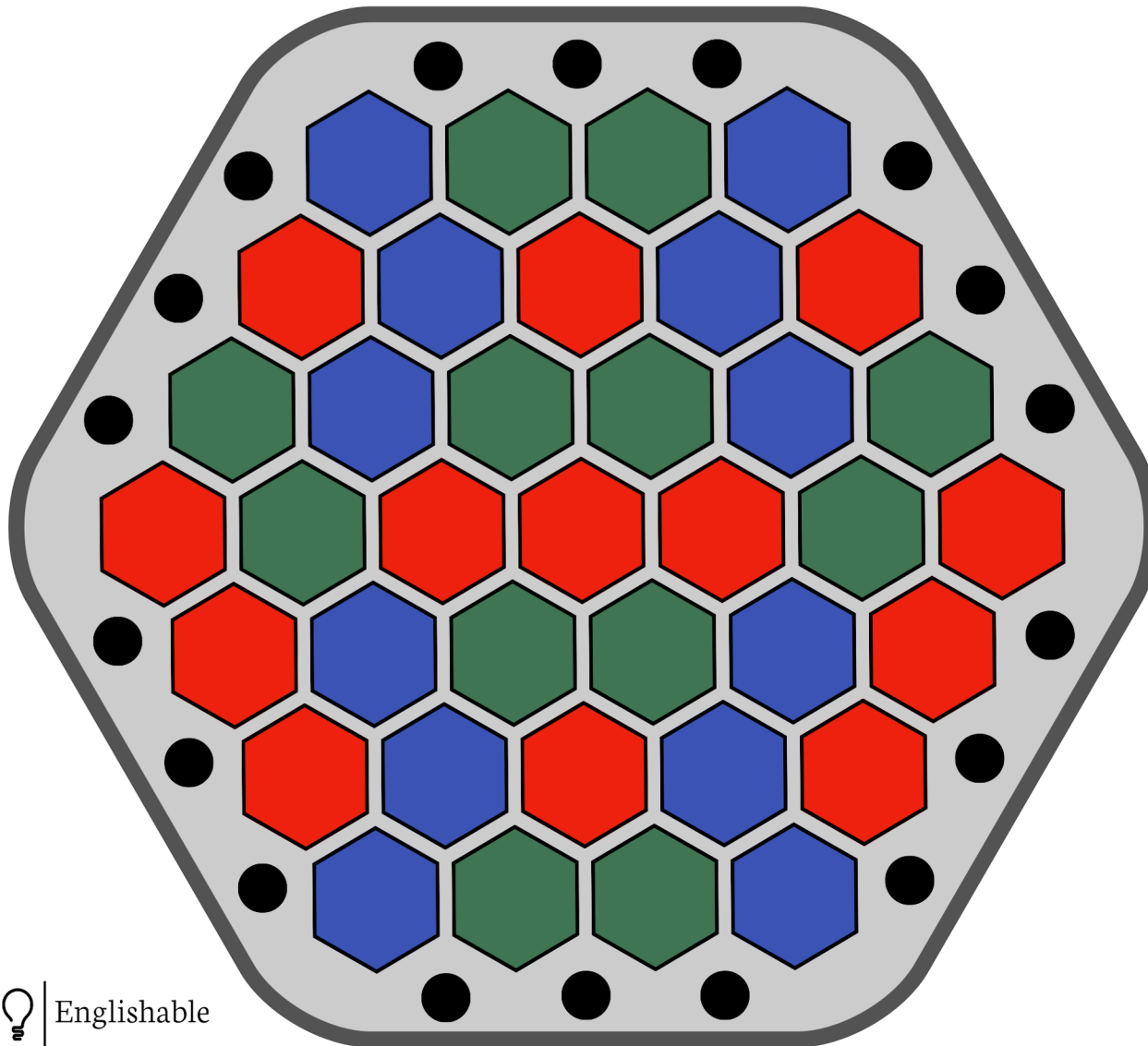


This player must answer a green question

- Players can also make multiple jumps in one turn, but they must answer a question from each colour they hopped on., like this:



This player must answer a green question, then an orange question.



Game Play

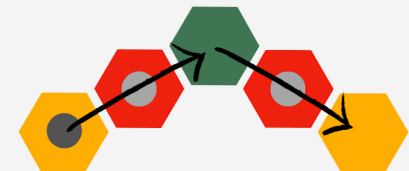
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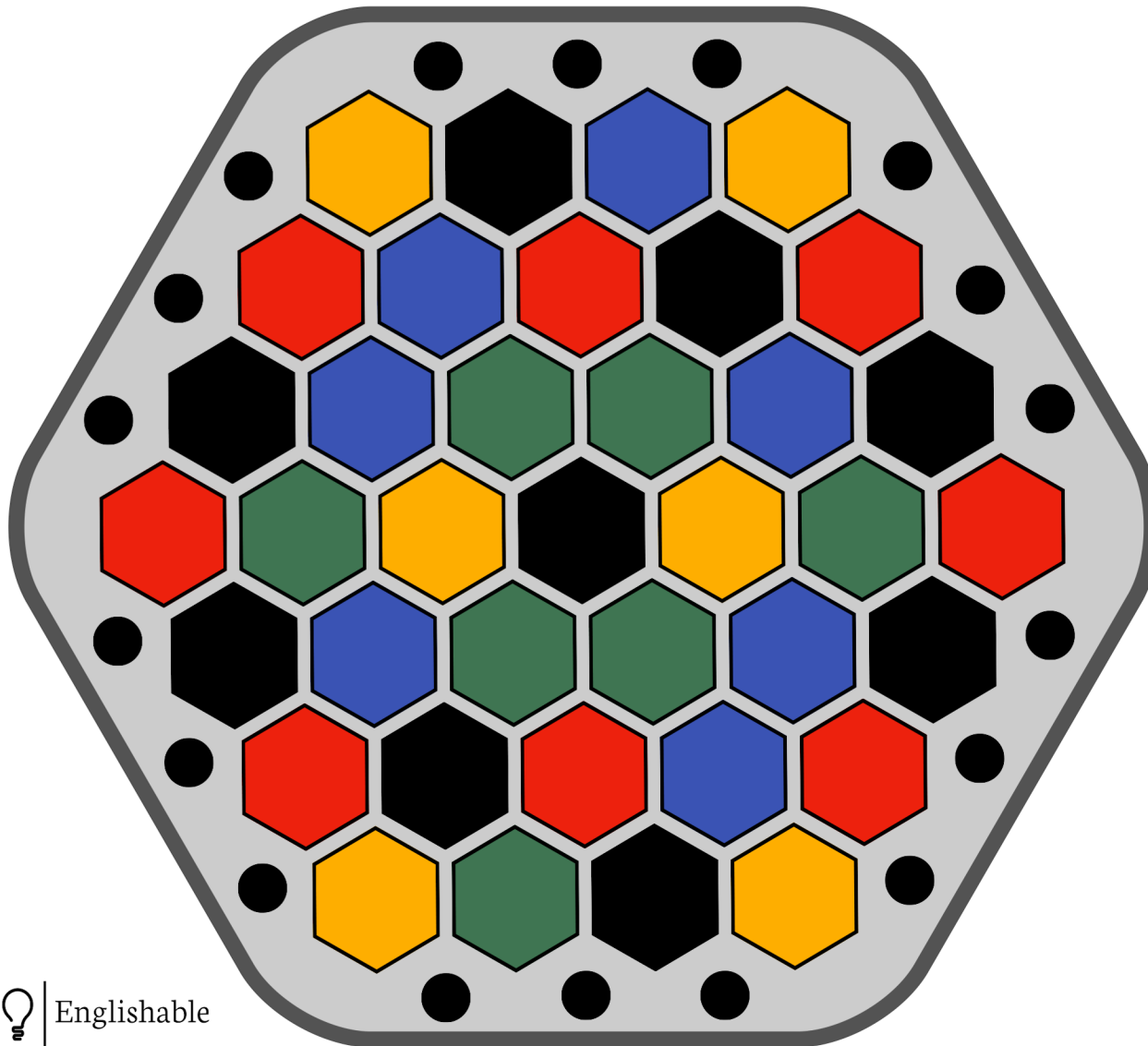


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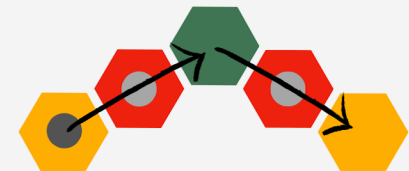
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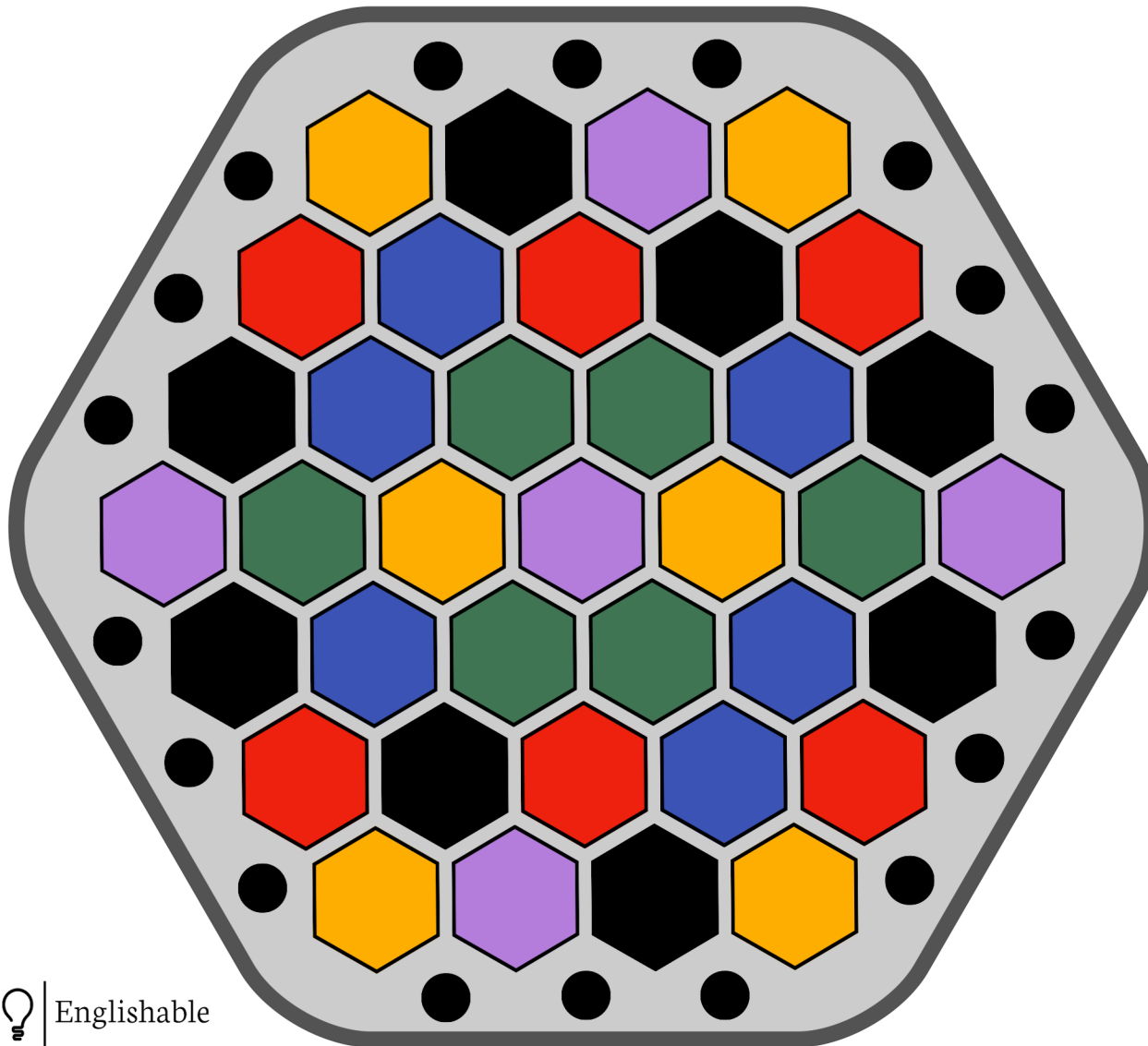


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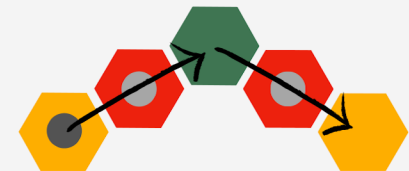
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