

Colour board game

Level: Any

Time: 30 minutes

Aims

- ▶ A communicative activity to develop confidence and fluency

Skill focus:

- ▶ Practise a range of vocabulary, question formation

Resources:

- ▶ Plain paper (could use scrap)
- ▶ Board game (on the next page)

Activity

- ▶ Ask the students to look back at their notes for the new vocabulary they've learnt in class during the week.
- ▶ Divide the class into groups of 4 or 6. Give each group a pile of scrap paper cut into squares. Students then check through their notes and write down any new vocabulary. They should write one word/phrase/expression per piece of paper.
- ▶ While they are writing, check their work for accuracy and gather in the pieces of paper.
- ▶ Shuffle the paper and give a pile, face down, to each group.
- ▶ Give each group a copy of the playing Board (overleaf).
- ▶ Groups now work in pairs and there are 2 or 3 pairs to a group. The aim of the game is to collect as many cards as possible in the allotted time.
- ▶ Each group needs a dice and each pair needs a counter (e.g. a coin, eraser, etc).
- ▶ In pairs students take turns to throw their dice and move their counter on the board.
- ▶ One person of the pair picks up a card and can show it to the group but not their partner. They then have 30 seconds for their partner to guess the word on the card. They give clues to their partner depending on the colour of the square:

Blue = Mime

Green = Drawing

Yellow = Spoken definition

Red = A spoken sentence with a gap

- ▶ If the player can't do it they say 'pass' but if they do it and their partner guesses the word they keep the card and the next pair throw the dice and so on.
- ▶ After a set time the pairs must return to the starting point and the first pair back get 5 extra points and the pair with the most points (1 for each card) WINS.

Colour Board Game – Classroom Handout

MIME		DRAWING		DEFINITION		SENTENCE GAP
1 START	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42
43	44	45	46	47	48	49
50	51	52	53	54	55	56 FINISH