



FINAL BOARD GAME

The main aim of the game is to check what students remember about the two years project in terms of content and language.

The game follows the same rules as common board games.

1. Print and enlarge the model of the board game or make a new one.
2. Ask the students to colour the boxes of the board and to decorate it.
3. Print the cards, glue them onto cardboard and laminate them.
4. Place the cards in the centre of the board game in a pile.
5. Provide a counter for each student.

Rules

- Students, one at a time, throw the dice and according to the boxes they land on, they have to miss a turn, throw again, go forwards or backwards.
- When students land on a striped and dotted box, they have to pick up a card and complete the sentences or answer at least to one of the questions written on them. If they can't do it, they miss a turn.
- When a card has been used, the student has to place it under the pile of cards.
- The winner is the first to reach the FINISH box.

LEGENDA



throw again



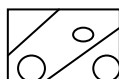
miss a turn



go forwards



go backwards



pick up a card and answer the question