## ACTIONS BOARD GAME


cul You need:

- Counters or
coloured magnets
- Dice

圊 New words:
fly, read, roller-skate, climb, play, wash, eat, talk, swim, sleep, drive jump, ride, drink
*- Teacher says:
1 What is Super Suzy doing?
2 What is Kim doing? 3 GO BACK TO 1! 4 What is Susan doing? 5 What is the monkey doing? 6 What is Jessica doing? 7 What is Uncle Phil doing? 8 GO TO 10!
9 What is Ronnie doing? 10 What is Miss Lemmon doing?

11 What is Greg doing?
12 GO BACK TO 11!
13 What is the penguin doing? 14 What is Elliot doing?
15 GO TO 17!
16 What is Super Suzy doing? 17 What is the kangaroo doing? 18 What is Luke doing?
19 What is Super Suzy doing?
20 What are the children doing?
pecm How to play?
Play the game in groups. Each group chooses a name.
1 First listen to Track 60 in New Building Blocks 2 Student's Book on p. 70.
2 Roll the dice and move to a question. Teams take turns rolling the dice.
3 If the answer is correct, the team may move forward. If the answer is wrong, the team goes back as many fields as the numbers on the dice.
4 The winner is the team which reaches the FINISH line first.

# HOME SWEET HOME 



2WHERE IS RONNIE?
3 WHAT'S WRONG WITH THE HOUSE?
4 WHERE IS GIZMO?
5 THE HOUSE IS SCARED. WHAT CAN YOU DO?
6 WHERE IS THE CARPET?
7 MISS A TURN!
81S THERE A COMPUTER IN APRIL'S ROOM? 9 WHERE IS THE SPIDER?

10 WHAT'S WRONG WITH THE HOUSE?
11 WHAT'S THIS?
12 WHO'S BEHIND THE SOFA?
13 WHERE IS GREG?
14 IS THERE A MOUSE IN THE BATHROOM?
15 MISS A TURN!
16 WHO LIVES THERE?
17 WHERE IS THE CAT?
18 WHAT'S WRONG WITH THE HOUSE?
19 WHO LIVES THERE?
20 MISS A TURN!
21 WHERE IS TESS?
22 THE HOUSE IS SLEEPY. WHAT CAN YOU DO?
23 IS THERE A BOOK ON THE DESK?
24 WHERE ARE THE CARROTS?

...
a You need:

- Board
- Markers or chalk (two different colours)


## New words:

- chimney, floor, wardrobe, fridge
- kitchen, bath, living room
- dirty, hot, cold, sleepy
- robin, bee
- in, on, under
- Turn on/off the lights.

Play the game in two groups. Each group chooses a name and a colour.
1 The teacher draws a $4 \times 6$ grid on the board. Each grid box is numbered 1-24.
2 The first group starts by answering the question in grid box number 1. The second group starts by answering the question in grid box number 6.
3 Circle each correct answer with the group's colour. The goal is to form a 'snake' of coloured circles by answering correctly.
4 After a correct answer, the next question may be chosen in any direction vertical, horizontal or diagonal.
5 The winner is the group with the longer 'snake'.


## (\%) Teacher says:

What's...?
Where is/are...?
What can you...?
Who...?
Is there...?
Miss a turn!

(Hzeranif PET JEOPARDY
§ PEs JEOPAROY ఓ

| sowns | wuristulusim | Hexas | Yesonol |
| :---: | :---: | :---: | :---: |
|  |  | $\frac{25^{2}}{\pi / 1}$ |  |
|  | , | 4 |  |
|  |  | Fix |  |
|  |  | $\square$ |  |
|  | - CH | Waid |  |

Cul You need

- Board
- A marker or chalk

New words:

- a dog, a cat, a fish, a monkey, an owl
- in, on, under
- a table, a box, a chair, a cupboard

Play the game in three groups. Each group chooses a name.
1 There are three categories of questions: WHAT'S THE MISSING LETTER?, WHERE IS GIZMO?, YES OR NO?.
2 There are five questions in each category, and for each correct answer the group can get $1,2,3,4$ or 5 points
3 Each group chooses a representative to answer the questions Other group members may help.
4 Get points for each correct answer.
5 The winner is the group with the highest score


## THE SEASONS MIX



## THE SNAKES AND LADDERS CALENDAR



- Counters

How to play?

- ladders

