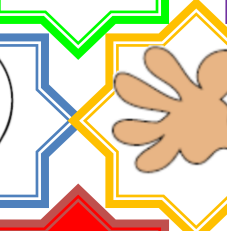
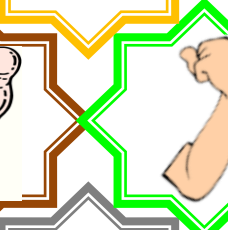
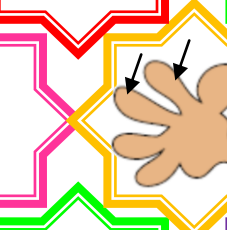
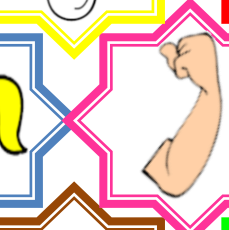
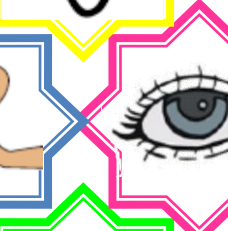
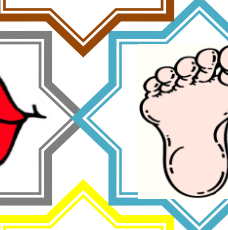
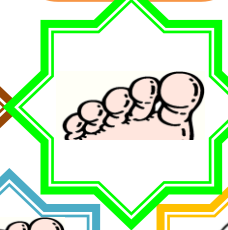














The monsters' game



Tick <input checked="" type="checkbox"/> when you collect the item	Name:	Name:	Name:	Name:	Name:	Name:
						
						
						
						
						
						
						
						
						
						
						
						

Counters:



You need:



- ❑ The board game “The monsters’ game”;
- ❑ Counters for each student/pair;
- ❑ A dice per board game;
- ❑ A table with the items to collect (one per board game).



Objective of the game:

- ❑ The students must collect all the items in the table and be the 1st one to reach their monster.

Instructions:

- ❑ Deliver a board game per 6 students; if you have a very large class, you can have 12 students per board game and play the game with pairs (each pair being a team);
- ❑ Deliver 1 table with the items to collect per board game and the counters for each student/pair;
- ❑ Each student/pair should write his name on the table;
- ❑ The 1st student/pair to play should throw the die and count the same number of houses on the board game; Students can move in any direction they want in the board game;
- ❑ The student/pair must say the part of the body they land in, in order to collect the item. If the student/pair is able to say the word, he should tick the correspondent rectangle in the table (for example, if he lands on “head” and says the word, he must tick the rectangle next to the picture of the “head” in the table); If the student/pair isn’t able to say the word, he can’t tick the rectangle that time, only later if he is able to say the word;
- ❑ When a student/pair isn’t able to say a word, the rest of the players should try to say it. If nobody remembers the word, the teacher should help and say it, so that they can hear the word again and try to say it the next time they land on that word;
- ❑ When a student/pair ticks all the items in the table, he must try to reach his correspondent monster, throwing the die and walking the number of houses shown; The first one to collect all items and reach the monster wins.

If you change the pictures, you can play this game with every topic you want!

