

Make a board game

Work in pairs. Answer the questions and complete the task.

- Which popular board games do you know?
- Choose one game. What's the aim of the game?
- Read the description of board games (*Introduction*). Replace the words in **bold** in the text with these words: *aim, die, move to, piece, space, take.*

Introduction

There are many different types of board game. In most board games, players take turns to throw a **dice** and move a **counter** the corresponding number of squares around the board. Players follow a set of rules which explain what they have to do. For example, if players **land on** a specific **square**, they might have to **pick** a card and complete a task. There is usually an **objective** that allows one player to eventually win the game. Famous board games include *Monopoly, Cluedo* and *Dungeons & Dragons*.

Work in groups. Follow the steps to create your own board game. Take turns to make notes.

Step 1

Choose a theme for your game

- What theme are you all interested in – *extreme sports, films, English ...* ?
- What will the spaces on the board contain – *photos, drawings, numbers, text ...* ?
- What's the aim of the game?

How about making a game about *extreme sports*?

We can have photos or draw pictures of *different sports equipment* in the squares.

On some squares we can write *instructions*.

Each time you land on a picture you *write the name of the equipment*.

The aim of the game is to *correctly name and collect four pieces of equipment*.

Step 2

Prepare and make the board

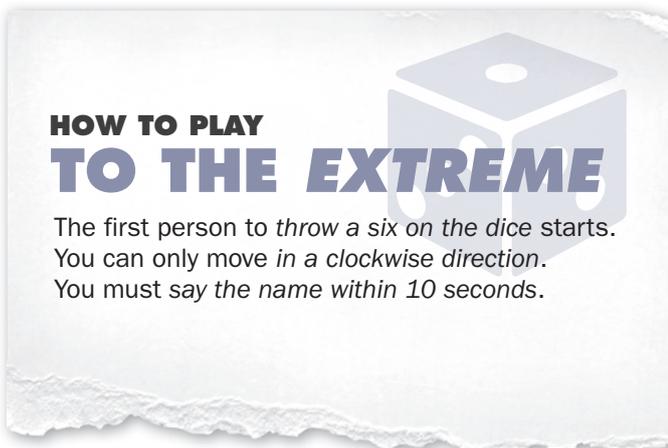
- Make a sketch of your playing board. Include some spaces with words or instructions.
- Make a list of any pictures you need.
- Think of any other things you need – *cards, counters ...*
- Find everything you need and make the board.

Start			
		Go forward 3 spaces	
			Go forward 3 spaces
		Miss a turn	
Go forward 3 spaces		Miss a turn	
			Finish

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Step 3 **Write the rules for your game**

- Write a set of simple instructions explaining how to play the game.
- Add specific rules about things players can or can't do.
- Try playing the game to check that it works. Make any necessary changes.



**HOW TO PLAY**  
**TO THE EXTREME**

The first person to *throw a six on the dice* starts.  
You can only move *in a clockwise direction*.  
You must say *the name within 10 seconds*.

The first person to *throw a six on the dice* starts.

You can only move *in a clockwise direction*.

You must say *the name within 10 seconds*.

If you *get the name wrong*, you *don't get the object*.

When you *have all the objects*, you have to *invent an extreme sport that uses all the objects*.

The winner is the person who *creates the most original extreme sport*.

Step 4 **Play your board game**

- Present your game to other students in the class.
- Give them your set of rules and make sure they understand what to do.
- Play the game with the other students. Who wins the game?
- Play the other students' games. Which game is the most original or fun? Why?

Our game is called *To the Extreme*.

The aim of our game is to *create an extreme sport*.

You do this by *throwing the dice*,  
*moving around the board* and  
*collecting pieces of sports equipment*.

The game stops as soon as *one of the players has collected four pieces of equipment*.

All players must *then create an extreme sport in three minutes*, using their pieces of equipment.