



### Create an English Game

**Working in groups.**

You may produce EITHER a board game OR a card game.

The game must be based on the last book you read as a class. Or designed to help students improve their reading by using letter sounds or comprehension tasks.

Except for the dice and shaker, every part of the game, including counters, should be your own, original work.

All games should contain a clear, neatly set out list of rules, covering not more than one side of A4 paper.

Games may, but need not, follow the same principles as other well known games such as Snakes and Ladders, Happy Families, Trivial Pursuit.

Games should be for between 2 and 4 players.

**BOARD GAMES - ideas**

a) a board, A3 size.

b) markers.

c) EITHER question and answer cards, relating to the story  
OR chance cards relating to the story  
OR written comments on the board relating to the story  
OR any mixture of these.

**CARD GAMES - ideas**

a) the backs should be illustrated or decorated in a way appropriate to the title or content of the book.

b) the fronts should be varied, linked to the book and contain a mixture of writing and illustration.

c) some cards may have only pictures and some may have only writing and some may have both.

## MAKING UP RULES

Fill in the answers to these questions and then use them to help you decide what needs to go into the rules for your game.

1. How many people can play?
2. Who goes first?
3. What is the purpose of the game?
4. How can you decide who has won?
5. What should each player be given before the game starts?
6. How do players move?
7. What do they have to do each turn?
8. Do they ever get a second turn?
9. When might they miss a turn?
10. What, if anything do the players have to collect?

Now turn those questions which have answers into neat, simple instructions.  
Decide for yourself the best order for your instructions.