

MAKING A BOARD GAME

Instructions for teachers

Organisation and Equipment

The children need to be in groups of four.
They need a table to work at.

The children will need the following equipment to make and play their board game:

- A die/dice
- Counters (x4)
- The board outline
- 4 font cards
- 4 pulpit cards
- 4 altar cards
- 4 lectern cards
- 4 stained glass window cards
- 4 organ cards
- 4 record cards
- green and red pencils (also orange for the more able)
- glue (for matching exercise if used)

Implementation

- Give each of the children one of each 'feature' card (font, pulpit, altar, lectern, stained glass window, organ).
- Ask them to write on the back of the card the name of the object and what it is used for. Some children could be given these on paper to match up correctly and stick on the back.
- Give the group a board and ask them to add 10 'extra go' squares by shading them in green (optional).
- Ask them to add 10 'miss a go' squares by shading them in red (optional).
- Ask the children to add a title for their game.
- Ask the children to place their six cards on the correct squares/features.

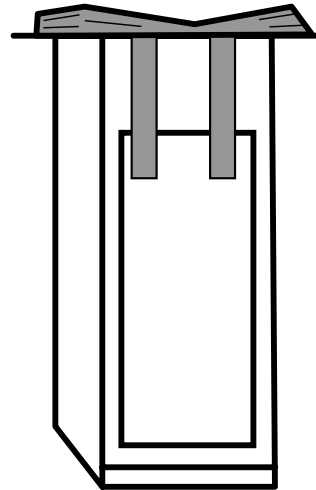
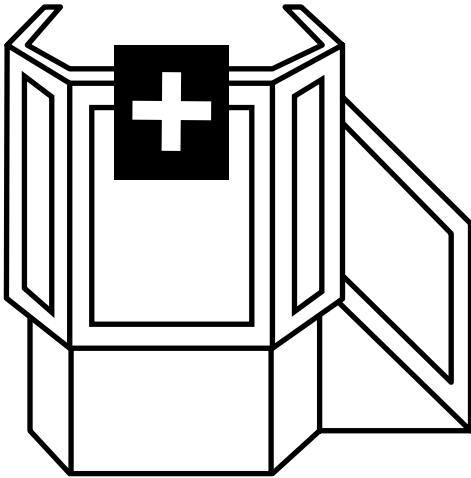
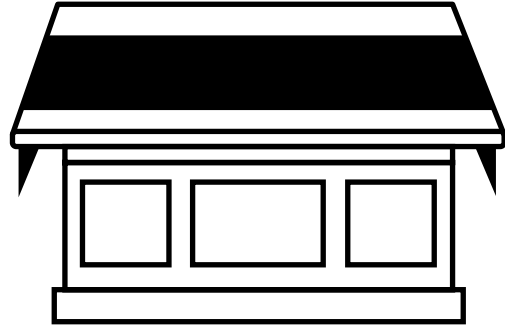
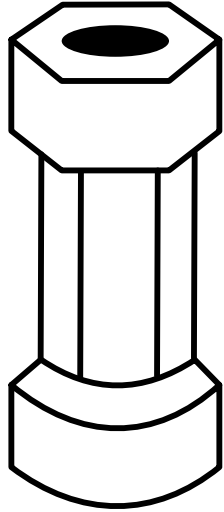
For more able children

- Next to each feature square on the board, children could add more about the meaning e.g. for the altar they could write about the symbolism of the bread and wine.
- An additional 10 squares could be shaded in orange. Children could write questions about the visit on one side, and answers on the other side. If they are answered correctly, they could move on an extra two spaces.

Playing the game

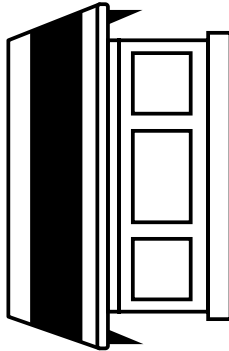
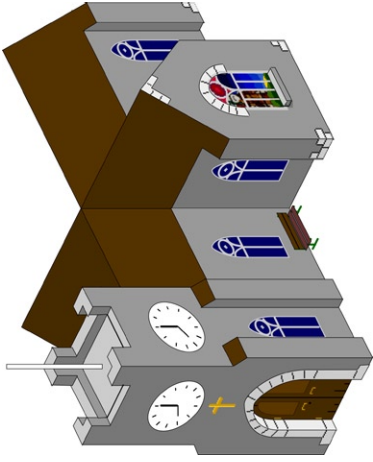
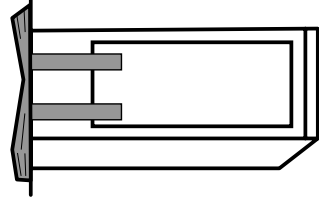
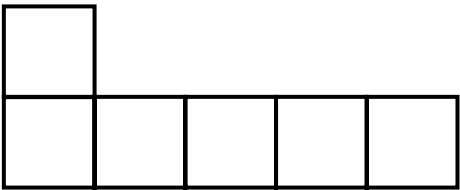
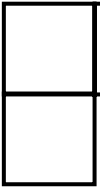
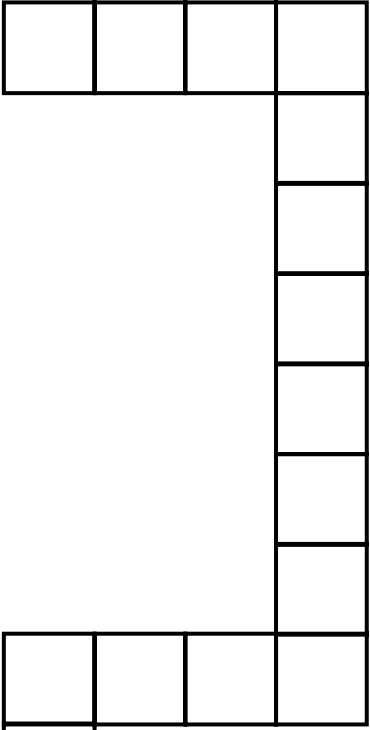
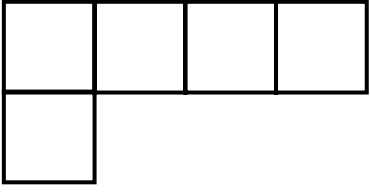
- Explain the rules to the whole class first and have them on display.
- Explain that the aim of the game is to collect one of each 'feature' card and put them onto their record card. The first person to do this is the winner.
- Explain that they must throw the correct number to land on the 'feature' squares. They must then say the name of the feature and what it is used for. If they do this correctly (by checking the back of the card) they can keep the card and place it on their record card.
- Explain the green (extra go) and red (miss a go) squares (and orange (question) squares if appropriate).

Feature Cards: One set per pupil

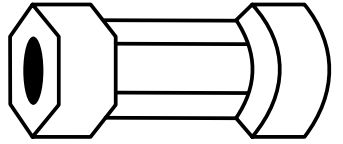
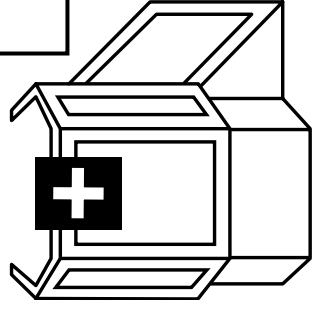


Record Card: One per pupil

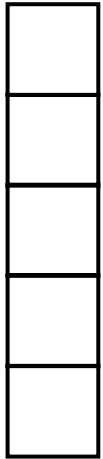
Font	Altar
Pulpit	Lectern
Organ	Stained glass window



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END



START

