



# Board Game Competition Teacher's Pack





### The Competition

This is a competition for groups of Year 8 and 9 pupils to devise and create a languages board game (standard board game size or A3) for a clearly defined target market with a sport/Olympics theme. It could fit in well as part of the transition connection with feeder primary schools or for those schools doing the Routes into Languages East Language Leader Award it could form part of the materials development training part of the programme.

Note: Points will be given for language and culture content, ie

 use of languages being learnt used in instructions, play mode and through tasks/questions set as part of the play

#### and/or

 promotion of awareness of global languages through the use of question cards (Trivial Pursuit style) or tasks requiring responses about the language(s) spoken in any country in the world taking part in the Olympics, and/or including multiple choice questions asking how to say yes/no/please/thankyou/good morning/names of Olympic sports in the main language of that country.

There will be prizes of Amazon Vouchers and a trophy for the winning group and a copy of the winning game will be manufactured by Adrenaline Brush Ltd (a game designing company).

# Suggested Lesson Plan for Introducing the Project

- 1) Question: What is your favourite game?
- 2) List games and put them into categories (board, card, )
- 3) Brainstorm in groups what makes a good board game
- 4) Play language version of popular games, if you have them, or use the Arsenal Double Club version of Snakes and Ladders (see appendix 1). For glossary of game playing terminology in French, German and Spanish see appendix 2.
- 5) Introduce the board game competition
- 6) Use the opportunity to consolidate Sport vocabulary either before, during or after this lesson

# Things to think about when creating your game:

- Target audience
  - o age

Think about the age of the players - this will affect how simple or detailed it is. If your game is for young children you will need it to be simple, fun and educational. If it's for adults you might want to make it more complicated.

- o level of language
- language use a language that you're learning in school and/or look at the countries in the Olympic Games and the languages spoken in those countries

#### Theme

- Will your game require some skill, like Monopoly or Scrabble or will it rely just on luck like Snakes & Ladders? Whichever you go for, use your imagination to make it fun and exciting.
- Will your game include cards with tasks or questions, like Monopoly?
- Remember the overall theme of your game has to be sport/Olympics-related (NB the Olympics logo is copyright and therefore may <u>not</u> be used in the competition).

#### Rules

Think about the rules and general directions of your game. Try to keep the rules as simple as possible. Here are some things to think about:

- O What is the aim of your game?
- o How do the winners win?

- How many players can play (minimum and maximum)
- o Is the game educational, just for enjoyment, or a mixture of both?
- O What will the board look like?
- What pieces are needed for your game? Beware of copyright have fun creating your own characters.

### Getting started:

- Form a group of 2-6 people.
- Sketch out your design -this will help you to see whether you need more or less detail. Don't forget to make a clearly defined beginning and end.
- Decide what material you'd like to make your board from. It
  could be paper or card but it will need to be sturdy enough to
  be played on so you might like to get it laminated. Otherwise
  you could use a cereal packet or even an old game board and
  cover it or paint over it (make sure you have permission to use it
  first!).
- Remember to make your board as bright and fun as possible to attract players and make them want to play your game.

- Make the pieces. You could make them out of card, Fimo or plasticine.
- If your game needs a dice or spinner, you could make your own or use one from an existing game.
- Print out the rules for your game in your chosen language. Make sure the rules are fair and clear. You want your game to be as enjoyable as possible.
- Test, test and test again!

### Some tips:

- Use a ruler to make straight lines so that your game looks neat
- Ask around to find out what your family and friends think makes a good game.
- Make sure your game looks as professional as possible.
- Keep the rules as simple as possible.
- Make sure there is an obvious winner.
- Make sure you don't infringe copyright have fun creating everything yourselves.

# What you'll need:

- A base
- Pieces
- Dice/Spinner etc
- Colouring materials (markers, paints etc)
- Scissors
- Glue or sellotape
- Ruler
- Computer you might like to design everything on the computer

# Some links/resources to help you:

### There are 41 events:





For more details go to: http://www.olympic.org/rio-2016-summer-olympics

For a German football version of Snakes & Ladders from Arsenal Double Club see p12.

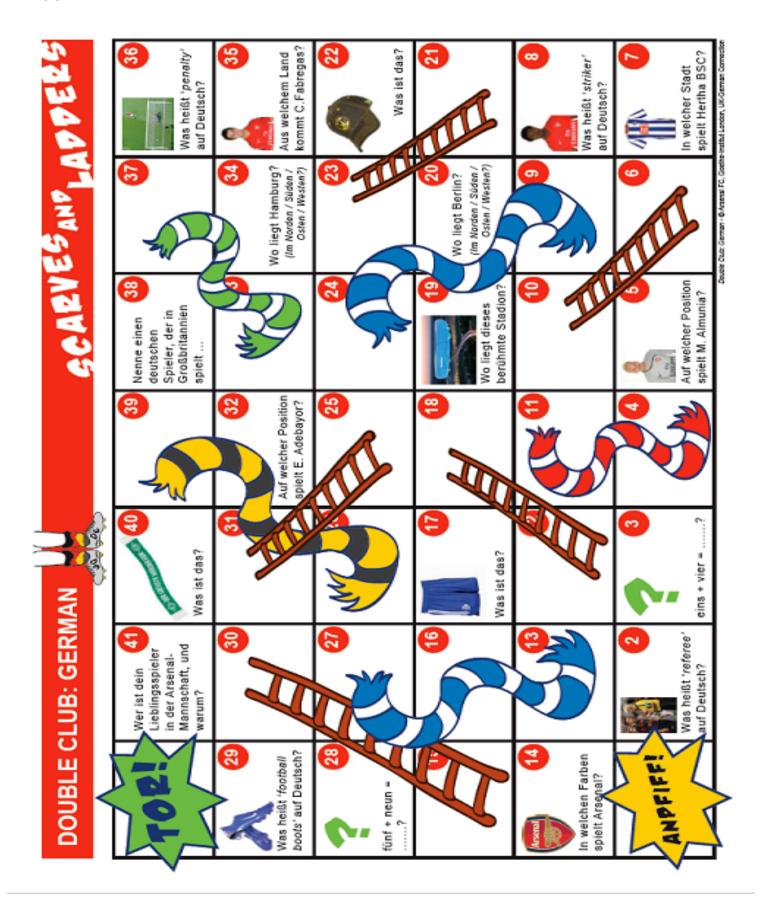
## How the competition works:

- Each school can enter its 3 best games. If you have more than one class competing then we suggest you run a class and then a whole year competition to select the winning games that will be entered for the main competition
- Entries should be packed carefully and sent to Sarah Schechter,
   Routes into Languages East, Anglia Ruskin University, East Road,
   Cambridge CB1 1PT
- The deadline is 22nd July, 2016

### Terms & Conditions

- 1. The competition is open to schools in the Eastern region of England.
- 2. No purchase is necessary.
- 3.All entries need to be sent by 5.30pm on Friday 22<sup>nd</sup> July with a completed application form.
- 4. Only one entry per person is allowed and any entrant who enters more than one entry will be disqualified. Only 3 entries per school are allowed.
- 5. The winning school will be notified by 6<sup>th</sup> September, 2016. The result is final and Routes into Languages will not enter into any correspondence.
- 6. Routes into Languages will not be held responsible for any entries lost or damaged in transit.
- 7. Entrants are deemed to have accepted these terms and conditions by entering the competition.

# Appendix 1: Snakes & Ladders





### SCARVES AND LADDERS - GERMAN ANSWERS

- 2. Was heißt 'referee' auf Deutsch? der Schiedsrichter
- 3. eins + vier = .....? fünf
- 5. Auf welcher Position spielt M. Almunia? er ist Torwart
- 7. In welcher Stadt spielt Hertha BSC?
- 8. Was heißt 'striker' auf Deutsch? der Stürmer
- 14. In welchen Farben spielt Arsenal? rot und weiß
- 17. Was ist das? eine kurze Hose
- 19. Wo liegt dieses berühmte Stadion? in München
- 20. Wo liegt Berlin? Im Osten
- 22. Was ist das? eine Kappe
- 28. fünf + neun = vierzehn
- 29. Was heißt 'football boots' auf Deutsch? die Fußballschuhe
- 32. Auf welcher Position spielt E. Adebayor? er ist Stürmer
- 34. Wo liegt Hamburg? Im Norden
- 35. Aus welchem land kommt C.Fabregas? aus Spanien
- 36. Was heißt 'penalty' auf Deutsch? der Elfmeter
- 38. Nenne einen deutschen Spieler, der in Großbritannien spielt any German player playing in the UK e.g. Michael Ballack
- 40. Was ist das? Ein Schal
- 41. Wer ist dein Lieblingsspieler in der Arsenal-Mannschaft, und warum?
- participants have to say who is their favourite player in the Arsenal team, and why.











# Appendix 2: Game-playing Glossary

English	Español	Français	Um die Spielregel zu schreiben:  Spielbrett (n)	
For writing the rules:	a escribir las reglas del juego:	Pour écrire les règles du jeu:		
board	tablero (m)	plateau (m)/tapis du jeu (m)		
counter	ficha (f)	pion (m)	Spielfigur (f)	
die	dado (m)	dé (m)	Würfel (m)	
card	tarjeta (f)	carte (f)	Karte (f)	
pencil	lápiz (m)	crayon (m)	Bleistift (m)	
paper	papel (m)	papier (m)	Papier (n)	
player	jugador/a (m/f)	joueur (m)	Spieler (m)/ Spielerin (f)	
game	juego (m)	jeu (m)	Spiel (n)	
team	equipo (m)	équipe (f)	Mannschaft (f)	
winner	ganador/a (m/f)	gagnant (m)	Gewinner (m)	
loser	perdedor/a (m/f)	perdant (m)	Verlierer (m)	
next round	próxima vuelta (f)	prochaine partie(f)	nächste Runde (f)	
to play	jugar	jouer	spielen	
to win	ganar	gagner	gewinnen	
to lose	perder	perdre	verlieren	
The aim is to	El objetivo es	Le but est de	Das Ziel ist	
You'll need	Necesitáis/Necesitan	Il vous faudra	Ihr braucht	
The players get into (two )teams.	Los jugadores forman 2 equipos.	Les joueurs forment 2 équipes.	Es gibt zwei Teams.	

The players take it in turns	Los jugadores toman turnos.	Ils jouent à tour de rôle.	rôle. Sie spielen einer nach dem anderen.	
Each player takes a card.	Cada jugador toma una tarjeta.	Chaque joueur tire une carte.	Jeder Spieler nimmt eine Karte.	
He throws	Él/Ella tira	Il lance	Er würfelt.	
He asks a question	Él/Ella hace una pregunta.	Il pose une question.	Er stellt eine Frage.	
He answers the question.	Él/Ella responde la pregunta.	Il répond à la question.	Er antwortet auf die Frage.	
He mimes	Él/Ella hace la mímica de	Il mime	Er spieltvor.	
He guesses	Él/Ella adivina	Il devine	Er ratet.	
He misses ago.	Él/Ella pierde un turno.	Il rate un tour.	Er muss eine Runde aussetzen.	
For playing the game:	Para jugar:	Et pour jouer :	Um zu spielen:	
lt's your turn!	Es tu turno	C'est à toi.	Du bist an der Reihe!	
Hurry up!	¡Apresúrate!	Apresúrate! Dépêche-toi!		
	¡Adelante! / ¡sigue! / ¡avanza! /			
Go on!	¡continúa!	Vas-y!	Los!	
Take!	Toma	Tire/Pioche!	Nimm'!	
Move!	Avanza	Avance	Weiter!	
Throw!	!Lanza;	Lance	Würfle!	
Give me!	Dame	Donne-moi	Gib mir!	
You miss a go!	Pierdes un turno.	Tu passes un tour.	Du darfst diese Runde nicht spielen!	
You've won!	Ganaste	Tu as gagné !	Du hast gewonnen!	
Congratulations	Felicitaciones	Félicitations!	Herzlichen Glückwunsch!	

# Appendix 3: Entry Form

#### EACH ENTRY MUST BE ACCOMPANIED BY AN ENTRY FORM

Board Game Competition Entry 2016					
School Name	School Address				
Year Group:					
Teacher Name		Teacher Email			
Group Names (if applicable)					
Forename(s)		Surname			
Name of Board Game					
Language(s) of game					
*For office use only					
Comments					
Comments					