21

**GO FORWARD 2 SQUARES**

23



22

Go and show something on the map.

8

You need an eraser.

13

Pick up the calculator for your math test.

32

**MISS A TURN**

37

It’s computer class.

START

1



4



3

Take notes in your notebook.

2



6



7

**MISS A TURN**

9



11

Go back and sharpen your pencil.

12



16



31



26



27



17

You forgot your homework. Go back to the start.

33

The teacher asks you to open your book.

36



38



39



41

**GO BACK 3 SQUARES**

42



43



44

You need scissors.

45



5



10



14



18



28

![C:\Users\Silvia\Documents\minhas imagens\ILUSTRAÇÕES\CLIPART\ESCOLA\material\livros caderno\book[1].gif]()

34



40



FINISH

15

The teacher asks you to come to the board.

19



24



25



29

**GO BACK 3 SQUARES**

20



30



35



**ANSWERS**

21

**GO FORWARD 2 SQUARES**

23

GLUE

22

Go and show something on the map.

8

You need an eraser.

13

Pick up the calculator for your math test.

32

**MISS A TURN**

37

It’s computer class.

START

1

ERASER

4

PENCIL SHARPENER

3

Take notes in your notebook.

2

PEN

6

STAPLER

7

**MISS A TURN**

9

MAP

11

Go back and sharpen your pencil.

12

PENCIL

16



31

PAPERCLIP

26



27

CHALK

17

You forgot your homework. Go back to the start.

33

The teacher asks you to open your book.

36

PAPER

38

SPONGE

39



41

**GO BACK 3 SQUARES**

42

MARKER / HIGHLIGHTER

43

TAPE

44

You need scissors.

45

DUSTBIN

5



10

NOTEBOOK

14

RULER

18

BOARD

28

BOOK

34

COMPUTER

40

GLOBE

FINISH

15

The teacher asks you to come to the board.

19

CALCULATOR

24

COMPAS

25

PENCIL CASE

29

**GO BACK 3 SQUARES**

20

BACKBAG

30

SCISSORS

35

CRAYONS

**Instructions for the teacher.**

**Preparation**

* Print the board games on tick paper or a cardboard; laminate them if you want to use them many times.
* Find tokens for each student.
* Provide dice.
* Divide the class into groups of 3 – 4 students each.
* Give each group a board game and a die.
* Give each student a token (or bean, coin, button, etc.).

**The game**

* The players put their tokens on the first square.
* The first student throws the die and moves his token ahead the corresponding number of squares.
* The student answers the question with a whole sentence or follows the instruction. More advances students could say what they can do with the different items.
* **Example: This is a pen. I can write my homework with a pen.**
* If the answer is correct, the student stays, if the answer is incorrect, he has to go back where he came from.
* If the student comes to a square with the symbol , he rolls the die again.
* The first student who takes a number that places his token on “FINISH” or surpasses it is the winner.