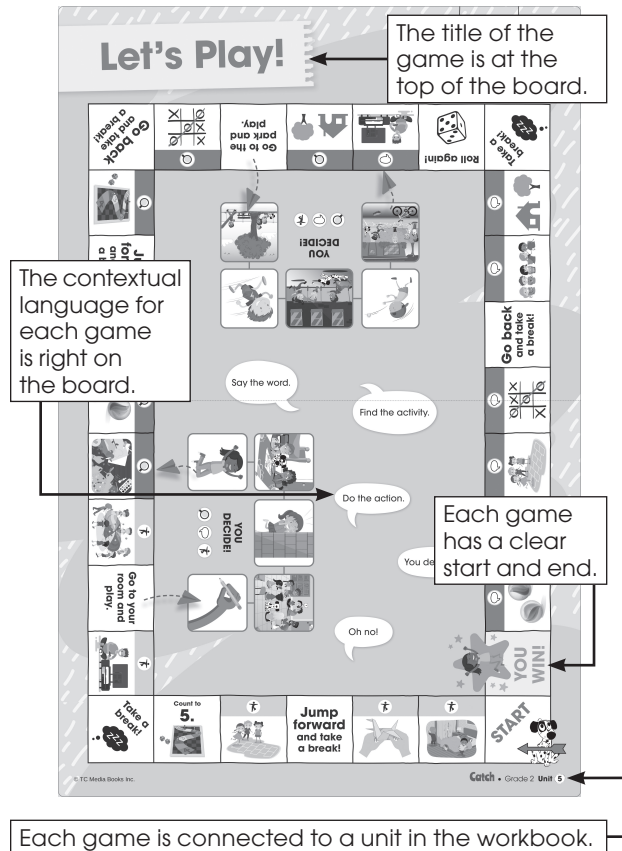


The **board games** review material covered in the workbook. They provide a playful opportunity for students to practise the vocabulary learned in a unit. These games are intended to be played in class at the end of a unit with one or more classmates.



Material

- Most of the games require a token for each player and a die. Use materials like erasers or paperclips from around the classroom as tokens.
- In some games, a student handout is provided on the *i+ Interactif primaire* platform. Check the game instructions on the platform to know if a student handout or answer key is required to play.

Preparation

- Read the game instructions with students on the *i+ Interactif primaire* platform before playing the game.
- Gather all necessary material.
- Review the unit vocabulary with the class.
- Go over the contextual language with the students. Read the language aloud to the class and model pronunciation and usage.
- Explain the game instructions to the students. Play a practice game, if needed.

Unit	Name	Goal
Unit 1 Back to School	School Zone	Say what you see at school.
Unit 2 My Clothes	Dress Up!	Dress up for your season.
Unit 3 Forest Animals	Down the Hill	Slide down the hill and name the animals.
Unit 4 At Home	Catch Goes Home	Help Catch move to his new home.
Unit 5 Game Time	Let's Play!	Explore activities in a Monopoly-themed board.
Unit 6 I'm Hungry	Food Detectives	Look closely in a big search and find.
Unit 7 People Around Me	Call the Helpers!	Find the right people who can help.
Unit 8 Summer Days	Perfect Summer	Say what to do on a perfect summer day.




Let's Play!

Material: 1 token per player/team, 1 die

Players: Students may play in teams of two, three or four. Students may also play with more players in their team or with more teams.

Instructions

Goal: Players move through the board game and follow the prompts. The first player to reach the *YOU WIN!* space wins.

1. Players place their tokens on the *START* space. They sing the *Sky Blue, Sky Blue* rhyme on page 45 of the workbook to decide who starts. One player chants the rhyme, pointing to a different player with each syllable. The player who is pointed to on the last syllable is eliminated. The rhyme is repeated until one player is left. That player goes first in the game.
2. The first player rolls the die. They count out loud as they move forward the number of spaces on the die.
3. They perform the appropriate action. If they are correct, they stay where they are. If they are incorrect, they go back to their previous space.
 - If players land on a miming space, indicated by a miming icon (()), they have to **mime** the activity represented on the space.
 - If players land on a looking space, indicated by a looking icon (()), they have to **look** for the item represented in the space in their *Catch* workbook.
 - If players land on a speaking space, indicated by a speaking icon (()), they have to **say** the activity represented on the space.
 - If players land on a *Take a break!* space, they skip a turn. If they land on a *Jump forward...* space, they move forward to the nearest *Take a break!* or *START* space and skip a turn. If they land on a *Go back...* space, they move backward to the nearest *Take a break!* or *START* space and skip a turn.
 - If players land on the *Go to your room...* or *Go to the park...* space, they enter a detour. The detour contains extra spaces that players must complete to re-enter the main board. In the detour, the player can decide which action to do: mime, look, or speak.
4. Players take turns moving through the board.
5. The first player to the *YOU WIN!* space wins the game.

Differentiation

To make the game more challenging: Play this alternative version of the game.

Goal: The first player to put down all five of their stars on the board wins the game.

1. Every player makes five paper stars in the same colour.
2. When a player lands on a space with a coloured banner and does the corresponding action correctly, they put one of their stars down on the space. Players can move around the board multiple times. There can be only one star on each space.
3. The game ends when a player has no more stars. The player who put down all of their stars wins.

The interactive **online group games** review material covered in the workbook. They provide a playful opportunity for students to practise the vocabulary learned in a unit. These games are intended to be played in teams on an interactive whiteboard (IWB). Students can also play against each other on a tablet.

The screenshot shows a game interface for 'Unit 3 - Vocabulary Review'. The game is titled 'Mittens for Animals' and is for 'TEAM GREEN'. The instructions are: 'Give a mitten to each animal. Click on Suzy's mitten for the instruction. Drag the correct mitten to the correct animal. Drag a snowflake to your team's box if you are correct.' The game area features a forest scene with various animals and a character named Suzy. A thought bubble from Suzy says 'Give the blue mitten to the wolf.' There are several mittens of different colors and patterns. Callout boxes provide instructions: 'Click on the game level you wish to play with the class. Click on the arrows to move forward and backward between levels.' (pointing to the top navigation arrows); 'Read the game instructions with the class. Click on the audio icon to hear the instructions. Click on the arrow to hide the instructions.' (pointing to the top right icons); 'Click on the identified item to play the game.' (pointing to a mitten); 'Explore the different tools that are available to use as you play.' (pointing to the bottom toolbar); 'Read the contextual language with the class.' (pointing to speech bubbles that say 'There is a blue mitten.' and 'Here is the rabbit.').

Preparation

- Read the game instructions on the *i+ Interactif primaire* platform before playing with the class.
- Every game contains 3–4 levels that increase in difficulty: Beginner, Intermediate and Advanced. Read about what material is covered in each level in the Game Instructions handouts.
- Review the unit vocabulary with the class.
- Explain the game instructions to the students. Play a practice game, if needed.
- Before starting a new level with the students, go over the contextual language. Read the language aloud to the class and model pronunciation and usage.

Unit	Name	Goal
Unit 1 Back to School	Be Quick!	Be the first to say what you see.
Unit 2 My Clothes	Clothes Roll	Dress up figures in the correct clothing.
Unit 3 Forest Animals	Mittens for Animals	Give animals clothes to stay warm.
Unit 4 At Home	Decorate the Doghouse	Help Catch decorate his home.
Unit 5 Game Time	Puzzle Time	Put together a variety of puzzles.
Unit 6 I'm Hungry	Find the Food	Play a memory game.
Unit 7 People Around Me	Match Up	Match people to situations.
Unit 8 Summer Days	Find the Differences	Compare images and spot the differences.

Mittens for Animals

This game is intended to be played in two teams on an interactive whiteboard (IWB).

In Level 1, students take turns playing for their team. In Level 2 and Level 3, students take turns playing with a teammate from their team.

Instructions

Goal: Players follow instructions and give the correct clothing item(s) to the correct animal to collect snowflakes. The team with the most snowflakes at the end of the game wins.

1. Decide which team will start. A player from the team comes up to the IWB to play.
2. The player or the teacher clicks on Suzy's mitten. Read Suzy's instruction out loud to the class.
3. The player must drag the correct mitten(s) or clothing item(s) to the correct animal.
4. Teams receive a snowflake for each correct answer. Drag or have the winning player drag a snowflake into the correct team's box. Drag the mitten(s) or clothing item(s) on the board into the garbage can for the next team to play.
5. A player from the next team comes up to the IWB to play.
6. The game ends when there are no more instructions or when class time ends.
7. Count the snowflakes at the end of the game with the class. The team with the most snowflakes wins the game.

Options for classroom management

- Place all the students in two lines. The student at the front of each line plays. After their turn, they move to the back of the line and it's the next student's turn to play.
- Warn students that they must behave or "You're going to get skunked!" If students shout out answers when it isn't their turn, don't respond in English, or are being unruly, drag a snowflake from their team's box into the garbage can.

Levels

Level 1, Beginner

- *Content:* covers Unit 3 vocabulary (animals and colours); 35 instructions
- *Contextual Language:* "There is a **blue** mitten." "Here is the **rabbit**."

Level 2, Intermediate

- *Content:* covers Unit 3 vocabulary (animals, colours and numbers); 35 instructions
- *Contextual Language:* "I give **four blue** mittens to the **bear**." "Here is the mitten."
"There is the **raccoon**."

Level 3, Advanced

- *Content:* covers Unit 3 vocabulary and goes beyond; 24 instructions
- *Contextual Language:* "I give **three sweaters** to the **deer** and **one hat** to the **fox**."
"I give **three sweaters** to the **deer** and the **fox**." "There is the **raccoon**."