

# Games and Study Boards

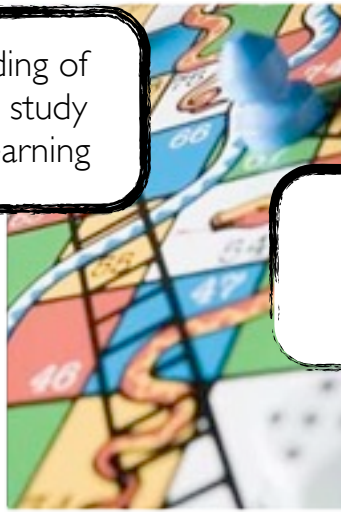
## Objectives

Developing an understanding of the role board games and study boards have in language learning

## Vocabulary

study boards

board games



## Pedagogical Implications

Board games, of course, offer a fun way to practice language in the classroom, but they are also useful in promoting group interaction and providing a competitive form of language activity, which students may find motivating. Study boards offer similar levels of 'hands on' interactivity, allowing students to organize concepts and ideas, as well as language, in a visual and spatial way, which may appeal to more kinesthetic or visually inclined language learners.

## Classroom Integration

Board games and study boards can be used for a variety of types of language practice. These may include developing grammatical and lexical knowledge, language reviews, controlled productive practice, fluency activities, and pronunciation work. Board games can be quite complex activities, and so providing clear and coherent instructions is often essential to their success. It is also vital that the focus of any board game is primarily language focussed and that the introduction of a board game into a lesson is not motivated simply by the rationale of 'playing a game'. Study boards can be usefully employed for language presentations, and are valuable in helping students to make sense of grammatical concepts, organize ideas during brainstorming activities and also as a platform for language practice.

## Task 1

Look at the list of characteristics of board games below. By yourself, put the characteristics in order of importance (in your opinion). 1 = most important to 6 = least important.

- They are fun.
- They have a competitive element, which may be motivational.
- They promote group interaction.
- The focus is on the game, rather than simply language practice.
- They can be used for a variety of different purposes in the language classroom.
- They are student-centered.



## Task 2

Identify the language point or the aspect of language being practiced in the board games on the following pages.

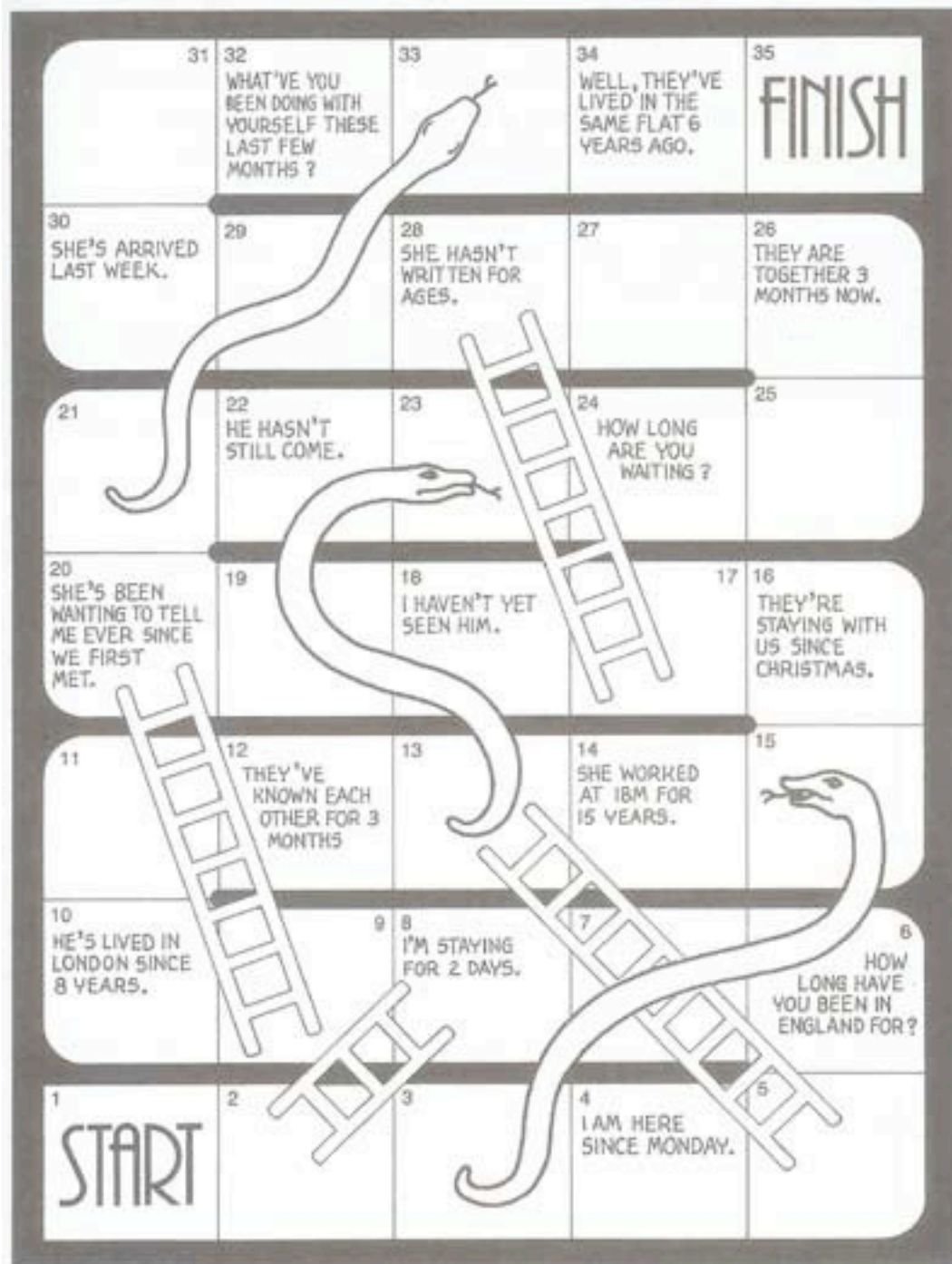
# Giving Advice Game

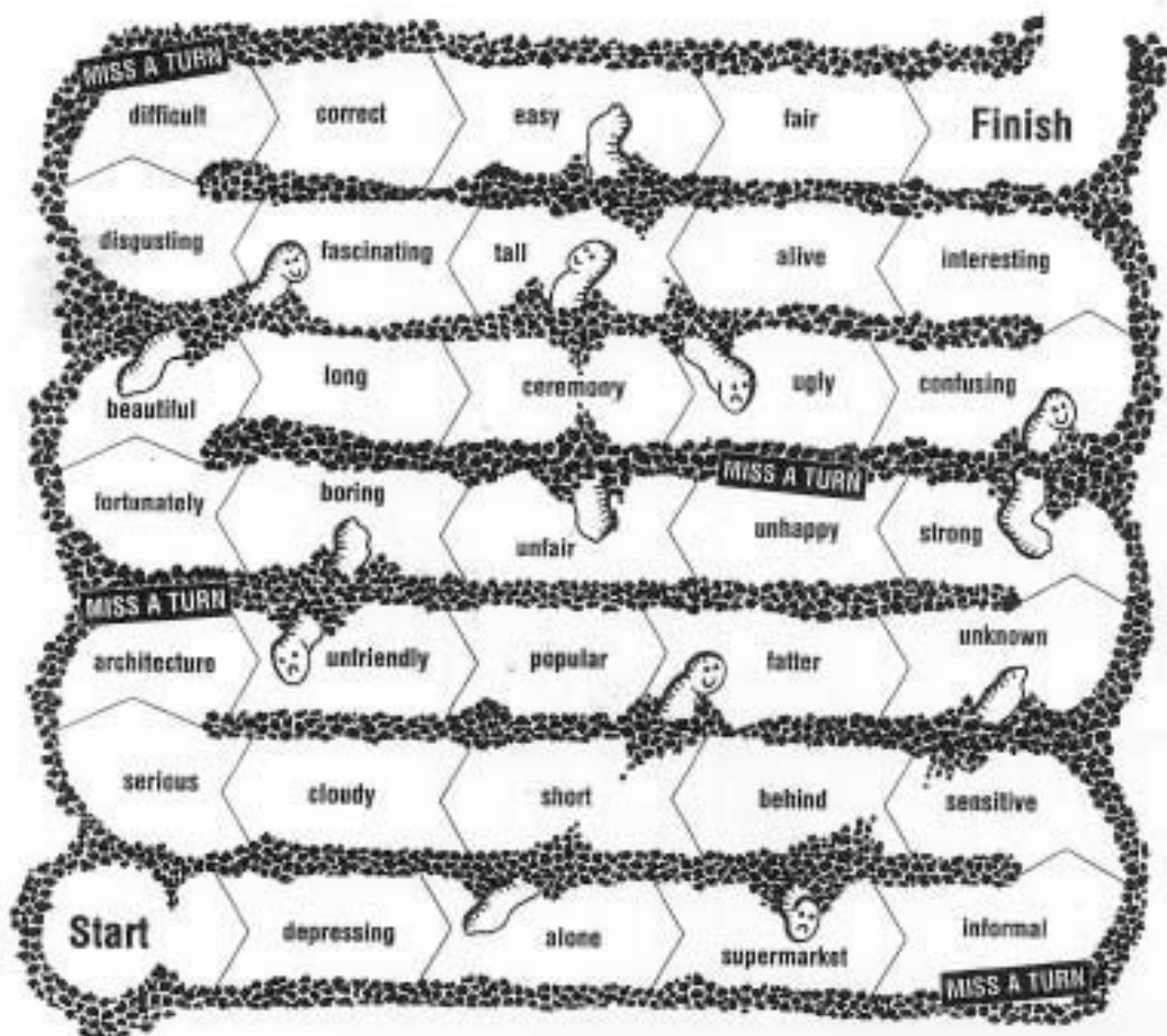
What should I do?

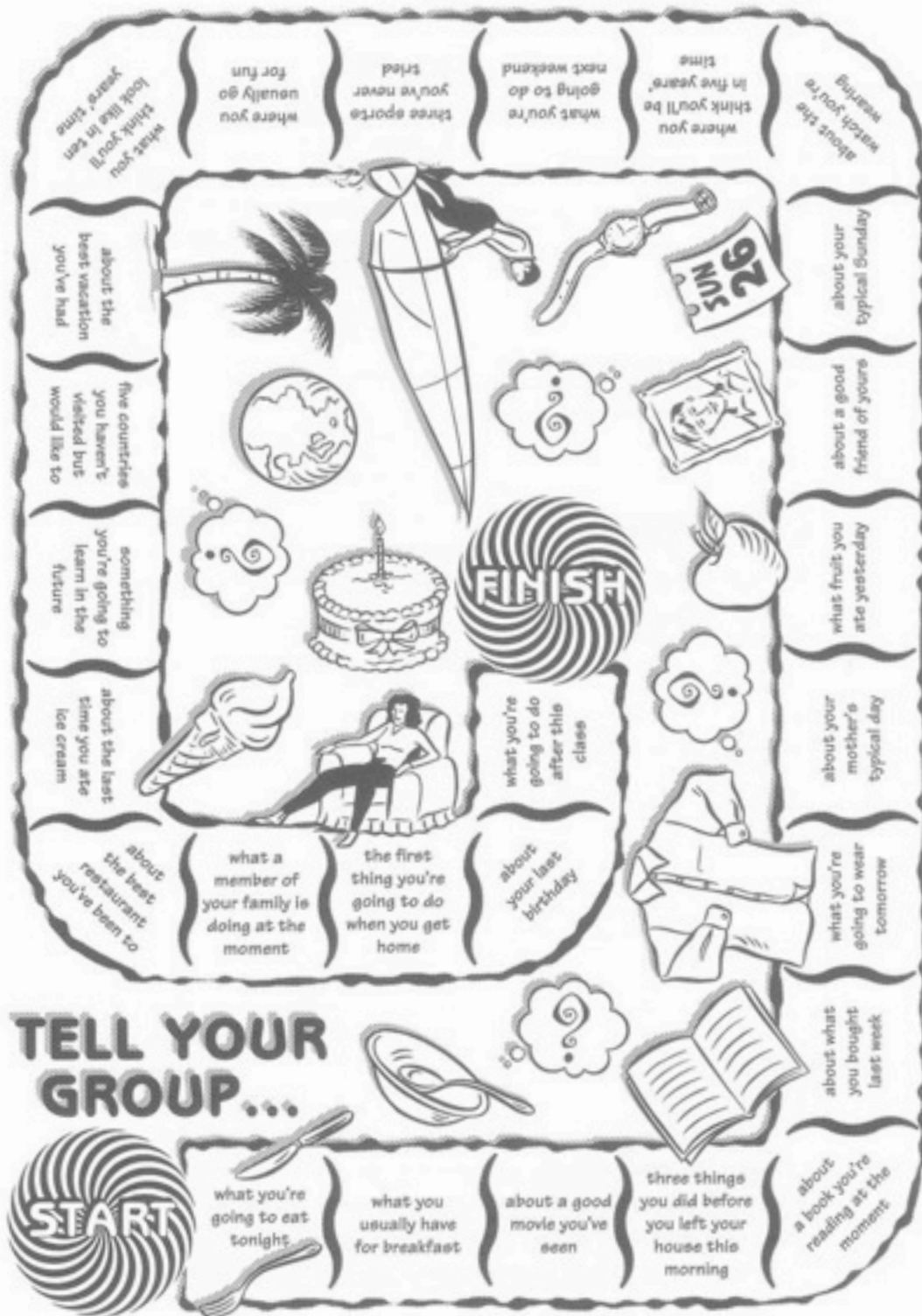
You should... / You shouldn't...  
You ought to... / You'd better...  
Why don't you...?  
What you can do is...

33. I am putting on much weight.	34. My father wants me to stop going to school.	35. <b>Start again</b>	36. <b>Finish</b>
32. Everyone thinks I stole my classmate's money.	31. My parents want me to go live with my aunt. I don't want to.	30. My teacher always sleeps in class.	29. <b>Go back 5 spaces</b>
25. <b>Go forward 3 spaces</b>	26. I was fired from my job.	27. I missed my flight.	28. I live in dangerous part of town.
24. <b>Start again</b>	23. I just found out my best friend is a killer.	22. My mother is angry with me.	21. My teacher gives us too much homework.
17. My best friend is very angry with me.	18. My job is too stressful. I work from 7 A.M to 10 P.M everyday.	19. I feel lonely.	20. I have a cold and fever.
16. My best friend lied to me.	15. I oversleep and often go late to school.	14. My landlord just raised the rents.	13. <b>Go forward 3 spaces</b>
9. <b>Start again</b>	10. I want to quit smoking but I can't.	11. Our new home is near the airport. It's too noisy.	12. My neighbours are very loud at night and I can't sleep.
8. There are too many naughty boys in my class.	7. I lost my wallet at the supermarket today.	6. <b>Go back 3 spaces</b>	5. I have no money.
1. <b>Start</b>	2. Doctors told me to stop eating my favourite food.	3. I ate too much last night. I have a stomachache.	4. I missed the school exams today. I was caught in traffic.









## Task 3

In the circles, write down the defining features of board games and study boards.

Two large circles are provided for brainstorming. The left circle contains a small rectangular box at the top with the text "Board Games". The right circle contains a small rectangular box at the top with the text "Study Boards". The rest of each circle is empty space for writing.

## Task 4

In groups, think of an idea for adapting the snakes and ladders 'Present Perfect' board game into a study board.

A large rounded rectangle is provided for writing the idea. A small circle is attached to the top right corner of the rectangle, containing the word "Idea".