

Games Rules

1. Mouse Trap

You need: 1 die

12 word cards (placed upside down)

1 game sheet

1 counter for each player

Method: A player throws a die and moves the counter along the cheeses.

(To avoid the game finishing quickly, the numbers 4,5 & 6 on the die are NO MOVE numbers).

If a player lands on a piece of cheese s/he is safe.

If a player lands on a trap s/he must read a word to escape. (Once the player has read the word correctly s/he moves forward one place.)

If a player lands on a cat, s/he must go back to the beginning.

The winner is the first player to throw the exact number to finish.

2. Woof!

You need: To photocopy the sheet so that there will be a dog for every word to be learned. Write a word on each one. This game is ideal for using for revision of the words so far learned. You can begin by giving the players the words they are learning for the Circus certificate and then gradually introduce the others which have been previously learned.

Method: The game is played by spreading the words out face up on a table. The teacher calls out one of the words and the first player to touch the card with that word on it and shout 'Woof!' wins that card. The winner is the player with the most words.

3. Hop It!

You need: 2 Dice

A game sheet for each player with a word written on each frog. (Each player may have the same words or a mixed ability group may play with different words).

11 counters for each player

Method: A player throws the 2 dice and reads the word written on the frog corresponding to that score.

If read correctly s/he may place a counter over that frog.

The winner is the first player to have all the frogs covered.

4. Book Match

You need: To photocopy twice as many books as there are words and mount on card. Write the same word on the reverse side of two books. These book pairs are mixed up and then spread out (word-side down) onto a table.

Each player takes it in turn to turn over two books. If the words match they may only be kept if the player can read the word. If the words are not the same they must be placed back in the same place on the table.

The winner is the player who has the most book pairs.

5. Peel It

You need: A game sheet for each player.

Banana cards (on the Supplementary Sheet) with words on one side and numbers 2 - 12 on the other.

2 dice

Method: The banana cards are spread out with the words face down.

A player throws the 2 dice and their score tells them which card to pick up and read.

If read correctly the player may colour in that corresponding piece of their banana.

The winner is the player to have each section coloured in.

The rules for games nos. 6 - 10 can be found on the inside of the back cover.

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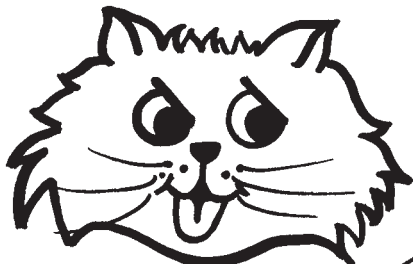
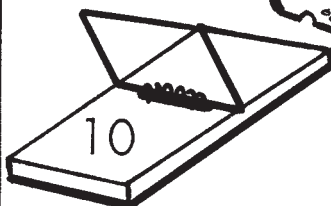
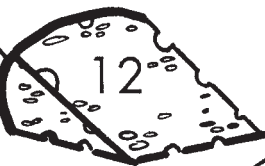
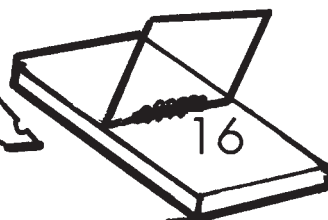
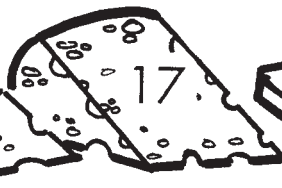
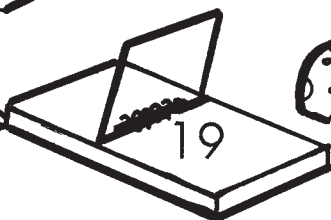
Mouse Trap!

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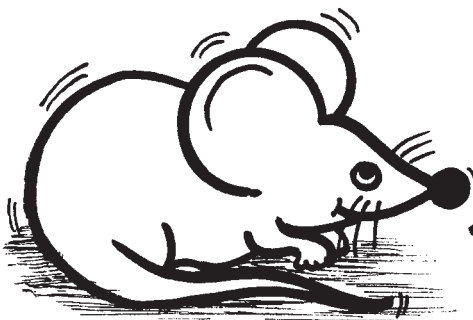
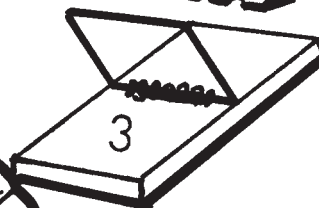
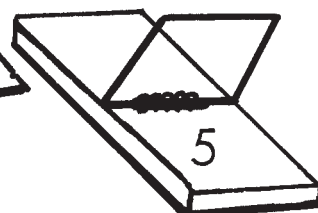
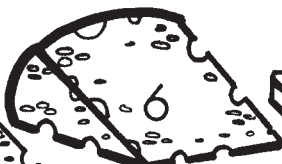
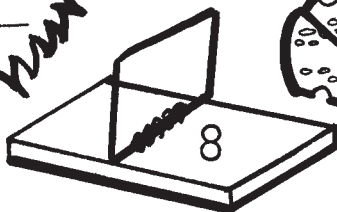
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