

Lesson Plan 10-B Clothes Game

Introduction

In lesson plan 10-5 there is a **Game** for the class to enjoy - this is described separately here in this lesson plan.

The game is for 2-4 players.

You will need:

- Copies of the 'board' - the 2 sheets will need to be pasted together
- Counters of different colours.
- One dice* for each group of players
(*English: strictly speaking, dice is plural: one **die**, two dice)

How to play:

- The players place their counters on 'start'
- Each player rolls the dice in turn and the highest number starts first.
- Then each player rolls the dice in turn and moves their counter the number of squares on the board as shown by the dice.
- If the counter finishes up on a square with instructions, then those instructions have to be followed - miss a turn, move forward, move back.
- If a '6' is thrown, the player has another turn (unless they have landed on a 'miss a turn' square).
- The player must have the correct number on the dice to land on the 'YOU WIN' square; if this is not achieved, they must wait until their next 'go'.
(Optional - the first to reach the 'YOU WIN' square wins)

START

To play the game you need
2-4 players.
A dice
A counter of different colours
for each player.
You must throw the exact
number to finish the game.

Stopped to
buy a shirt
miss a turn

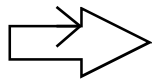


Had gara shirt
made
go forward 1
space



Had shirt
made for
husband

Move forward
2 spaces



Waiting for dress made
with gara material
Miss 2 turns



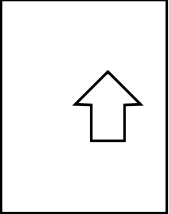
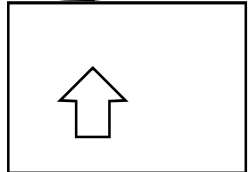
Dress finished
Move forward 2
spaces



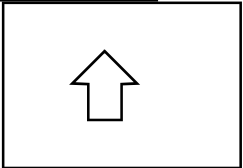
Bought woven scarf
Go forward 1 space



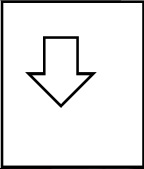
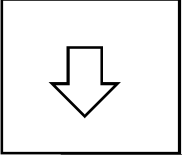
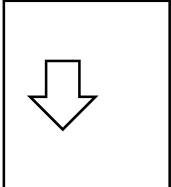
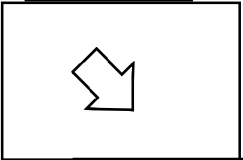
YOU WIN!



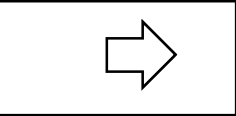
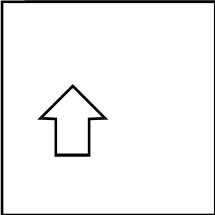
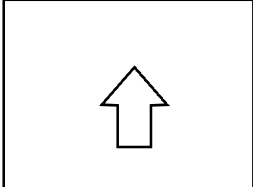
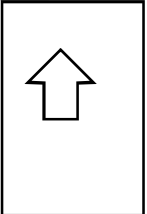
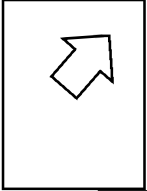
Want a gold shirt made. Waiting for it to be finished
Miss 1 turn



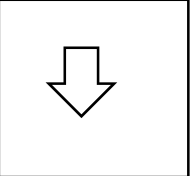
Bought woven shirt
Move forward 1 space



Stopped to look at lovely Bo Owl material
Miss 1 turn



School uniform made
move forward 1 space



This shirt fits very well
Move forward 1 space

