

## Board game template

Question	Only take your next turn if you roll three or less	Mime making a cup of tea	Question	<b>Finish</b> Shout 'I am the champion!'
Don't bend your elbows				
Question	Only take your next turn if you roll an odd	Give high fives to the other players	Question	Miss a turn
				Question
Stand up and slowly turn on the spot	Question	Don't answer a question to take your next go	All change!	Move your piece backwards on your next turn
Move ahead two spaces				
Question	Question	List 5 monarchs in chronological order!	Answer two questions to have two rolls on your next turn	Question
				Go back four places
Question	Draw an historical figure who you studied this year	Only move your counter if you roll an even on your next turn	Quietly sing the alphabet backwards	Question
Whisper 'I love history!'				
Question	Double your next roll	Question	Pat your head while rubbing your tummy	Question
				Miss a turn
<b>Start</b>	Question	Wave at the teacher	Question	Answer two questions to take your next turn

## Teaching notes

In groups of two or more, your students will need:

- ❖ one counter each
- ❖ one die
- ❖ one game board
- ❖ a set of questions provided by you, such as from one of our other resources e.g. dominoes, loop games or quizzes published by [www.teachithistory.co.uk](http://www.teachithistory.co.uk) . Alternatively students could write their own question cards (with answers on the back) and swap with another team.

## How to play

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1. All players put their counters on the starting square.
2. The player to the right of player one takes a question card and reads it aloud. If player one answers correctly, they may roll the die and move their counter forward along the board. If they answer incorrectly, play passes to player two. Remember that you must answer a question before rolling the die.
3. Each player must perform the action on the square they land on, or miss their next go:
  - Question squares – another player takes a question card and reads it out, give a correct answer before your next go.
  - Action squares – perform the given action repeatedly, **until you move off that square** (although you may pause to ask someone else a question on their turn).
  - Forfeit squares – follow the rule on your next go.
  - All change square – if someone lands on this square then everyone starts to use the counter of the person on their left, wherever that might be.
4. Play passes clockwise around the players. The winner is the first to reach the finish.

## Differentiating the activity

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The difficulty is mainly set by which question cards you decide to use. You could also make the game longer or shorter by:

- ❖ cutting off the bottom row (or more!) to shorten the track
- ❖ asking players to choose between moving one, two or three spaces by answering that many questions, rather than rolling a dice
- ❖ making students land exactly on the finish square to win (remembering that players must answer a question before rolling the die).