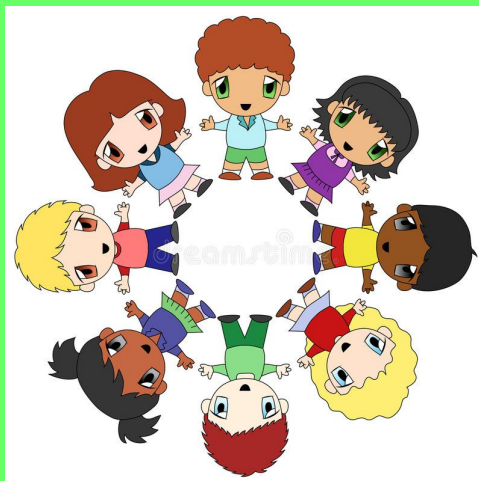




Erasmus+

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The Game of Life

JUSTIFICATION

Topics about their life

DESCRIPTION

Materials	Tasks, counters, one dice.
Age	12/13 years old
Time	About 30 min.
Room	Classroom
Grouping	Max. 4/5
Layout	<ul style="list-style-type: none"> • Prepare 19 tasks (numbered from 1 to 19) relating to their life and one with the word FINISH. • This game is used after students have learned the Past Simple with regular and irregular verbs.

AIM

To be able to adequately express their emotions using appropriate vocabulary/language structures.

DEVELOPMENT OF THE ACTIVITY:

- Work in groups of 4/5 in circle time
- Each student rolls the dice and the highest number goes first.
- Roll the dice and move the correct number of square.
- The player must tell the others about their memory on the question prompts, if the player doesn't answer or has nothing to say, they skip their turn.
- The winner is the one that arrives first to the end.

