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B = Beginner

PI - Pro-intermediate

l = Intermediate

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B = Beginner

DI - Dra intermediata

L= Intermediate

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INTRODUCTION

Being an English teacher, like us, you know exactly what it feels like to be frantically, and often unsuccessfully, searching the internet for an activity that your students won't start yawning over. That was us until not so long ago, when we decided to do something about it and started designing our own games for our students. This volume, for beginner to intermediate learners, follows in the footsteps of the well-received first volume of 'Bored? Games!' for intermediate to advanced learners.

Just like the previous volume, this set of games is not designed for children but for older teenagers and adults who love board games just as much as children do. While there's a wide variety of games out there for young learners, there are few such games available to practise the grammar and vocabulary that older teenagers and adults have to tackle at lower levels. The games include themes and ideas that are contemporary, meaningful, relevant and at the same time engaging and entertaining. And, as everybody knows, humour enhances the learning process, and you'll find a lot of it in each game.

We created 'Bored? Games!' to give you a tool that can be used both in the classroom and at home.

If you're a teacher of the English language, this book is indispensable as a resource to practise key grammar and vocabulary concepts in a way that will keep your students challenged and entertained at the same time. The games have engaging and contemporary themes, humour and lots of rich and useful vocabulary. The variety of game types ensures that you can use this book repeatedly with the same group of students without them tiring of it, and all games are suitable for both teenagers and adults.

If you're a learner of English, you'll know how important it is to practise English often. 'Bored? Games!' is the perfect book for you to not only revise and practise but also extend and enhance your knowledge of English grammar and vocabulary. Many of the games are designed to be played multiple times, and every time you play you'll create different sentences. But remember, the ultimate goal is not to win but to feel more confident about using the language in a real English-speaking environment.

HOW TO USE THE BOOK

	A few practical pieces of advice:
	The games can be played in any order as the book doesn't follow any specific curriculum.
	Remember that this is not a grammar book! Its purpose is to help you practise and extend grammar that you have already learned.
	Before playing any game, check what equipment you need. Normally you'll need a die, a few different-coloured objects to act as pawns, and a pencil. In games where lots of counters are needed, you can cut out the coins on pages 41-42 or go to your bank to break some coins into small denominations.
	We've suggested vocabulary that you might need to pre-teach if you're a teacher, or look up in the dictionary if you're a learner. Teachers and learners should look through the games before playing to check for any other potentially unknown words
	Each game has comprehensive instructions, but sometimes the simplest way to understand how to play is to look at the model, which is designed to show what a game looks like in practice.
	Remember that some games require you to write on them, so make sure you use a pencil. If you're a teacher, you can consider photocopying games before playing. The way, your book will last much longer.
	For some games, where players must sit opposite one another and not see each other's boards (as indicated in the instructions), it's a good idea to place a book with a hard cover in between the boards, or the players can sit back to back. You don't want your opponents to cheat!
	We strongly encourage you to adapt the games to suit your learners. Throughout th book, we have included blank boards which you or your students can use to make your own games.
\mathcal{N}	To access full instructions for every game in other languages, scan this QR code:

2 WHAT ARE YOU UP TO?

Grammar Point: Present Continuous

Level: Beginner

Players: 2

Time: 20-30 minutes

Equipment: a die, 10 counters of one colour (to be placed on the white triangles), a distinct

counter for each player

Suggestions for vocabulary to pre-teach: players must be familiar with all the verbs

Instructions

The aim of the game is to collect as many counters as possible from the white triangles. Each player should put their counter on one of the arrows outside the playing area. To start the game, each player must roll the die and enter the adjacent triangle which is part of a hexagon.

Once inside the hexagon, they can move clockwise within that hexagon according to the die roll.

When they land on a triangle, they have to form a sentence in the Present Continuous using the verb in the triangle. The subject of the sentence is given by the same die roll, as shown on the left hand side of the game board. If a player can't form a correct sentence, they miss a turn.

If they land on a white triangle, they can collect the counter, as long as they form a valid sentence. The teacher is the final arbiter.

To leave the hexagon, players must roll a 6, which will allow them to move six places and move into an adjacent hexagon.

The game continues until all the counters have been collected. The winner is the player with the most counters.

Model

Player 1 rolls 3: You are washing your hair.

Player 2 rolls 2: I am singing a song.







5 FOX IN A BOX

Language Point: Beginner vocabulary revision

Level: Beginner

Players: 2

Time: 30-40 minutes

Equipment: a die, 15 counters of the same colour (to be placed on the blue squares),

1 distinct counter for each player

Suggestions for vocabulary to pre-teach: rhyme (v.); opposite (n.)

Instructions

Before playing, place the 15 counters of the same colour on the blue squares. The aim of the game is to collect as many of these counters as possible. Both players place their own counter on the boxes marked Player 1 and Player 2. To begin playing, each player must roll a 2 or a 5. Then, they move 2 or 5 squares into an adjacent playing square of their choice. A playing square is defined as a group of eight squares, with a black square containing two dice in the centre.

Inside the playing squares, players must move clockwise around the black square in the centre.

When a player lands on a square, they must say a word or phrase corresponding with the description, and if they can't think of a suitable answer, they must go back to the square they came from.

A player can leave the playing square at any moment, but to do that they must roll one of the two numbers indicated in the centre of each playing square on the two dice images in black. In some cases, depending on the player's location within the playing square, it may be impossible to leave because a player may be too many segments away from an adjacent square. They simply play on as usual.

A player can collect a counter when they land on a square with a counter on it. However, if they cannot say a suitable word or phrase, they cannot collect the counter.

The game continues until all the counters have been collected and the winner is the player with the most counters.

Model

Player 1 rolls 2: Something sweet - my answer is chocolate!

Player 2 rolls 5: The opposite of day - night!

	PLAYER 1		rhymes with SIXTEEN	opposite of ALWAYS	something you can wear	
opposite of BORING	rhymes ends with with BUT G		a word which contains 'ee'	·•:	ends with M	opposite of BEHIND
rhymes with CLASS- ROOM	• ::	something sweet	opposite of FAT	rhymes with BOX	opposite of NEW	rhymes with KNOW
opposite of LONG	something hot	opposite of IN	ends with T	opposite of FAST	a weather word	opposite of BIG
something that smells good	opposite of FATHER	rhymes with ALRIGHT	rhymes with BREAD	•• ::	rhymes with BOOK	an animal
ends with T		ends with N	opposite of ANSWER	begins with G	opposite of RIGHT	opposite of RICH
opposite of ADULT	rhymes with BAR	opposite of WIFE	ends with Y	opposite of BACK	a word which contains 'oo'	ends with W
rhymes with EYE	opposite of AFTER	something cold	rhymes with DRINK	• ::	rhymes with COW	ends with S
ends with H	•• 🔀	rhymes with MAKE	opposite of BAD	ends with L	opposite of UGLY	something you can find in a kitchen
opposite of FIRST	something that smells bad	opposite of START				opposite of BUY



rhymes with BYE	ends with P				opposite of 9 A.M.	rhymes with HOUSE	opposite of OVER
•	something you can turn on	something about your opponent	opposite of BETTER	ends with K	something you are good at	•• 🔀	opposite of HAPPY
ends with L	rhymes with NOVEM- BER	rhymes with ACTOR	•	opposite of CHEAP	opposite of HELLO	rhymes with CHAIR	ends with X
rhymes with HOUR	opposite of BLACK	opposite of OPEN	rhymes with EAR	ends with C	opposite of GIVE	something that moves on wheels	rhymes with RAIN
	rhymes with CAKE	rhymes with CHANGE	opposite of COLD	a day of the week	rhymes with FUN	•	opposite of LOVE
ends with R	opposite of TOP	a country that starts with P	•• 🔃	rhymes with DATE	opposite of LATE	an uncountable noun	ends with S
opposite of BOY	rhymes with CLEVER	opposite of DARK	ends with O	opposite of DAD	ends with E	opposite of UP	rhymes with SHOP
· ·	food that is red	opposite of DAY	a city that starts with F	opposite of SON	something that breaks easily	·· !:	ends with D
rhymes with NEW	opposite of SISTER	rhymes with FEBRU- ARY	•	ends with 'i'	opposite of EASY	rhymes with SHOWER	opposite of BEST
		ends with B	opposite of LIVE	food that is green	PLAYER 2		

(35) CORRECT ME IF I'M WORNG

Language Point: Identifying and correcting common grammatical mistakes in English

Level: Intermediate

Players: 2-3

Time: 20 minutes

Equipment: a counter for each player, a die

Suggestions for vocabulary to pre-teach: homesick (adj.); bestie (n.); apologise (v.);

patrol (v.); quit (v.); seat belt (n.); frightening (adj.); break up (phr.v.)

Instructions

Players take it in turns to move their counters along the board, according to a die roll. All sentences contain a mistake, so when a player lands on a segment, they should read the sentence aloud, correcting the mistake at the same time. Another player can check the answer on the 'Answers' (see below), or a player or teacher can be designated to check all the answers. If a player cannot identify the error, they must go back to where they came from.

The player who reaches 'Finish' first is the winner.

Model

Player 1 rolls 1: Daniel went to New York in 1998.

Player 2 checks the 'Answers' sheet: Yes, that's correct!

Player 2 rolls 4: Someone like pizza!

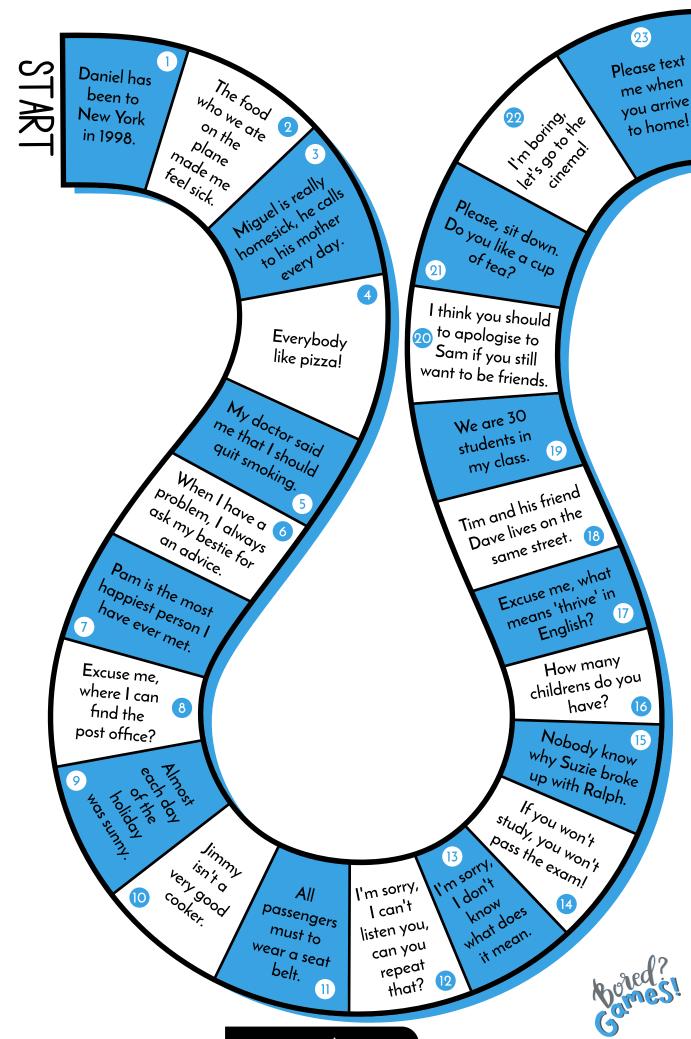
Player 1 checks the 'Answers' sheet: No, that's the wrong answer. Go back!

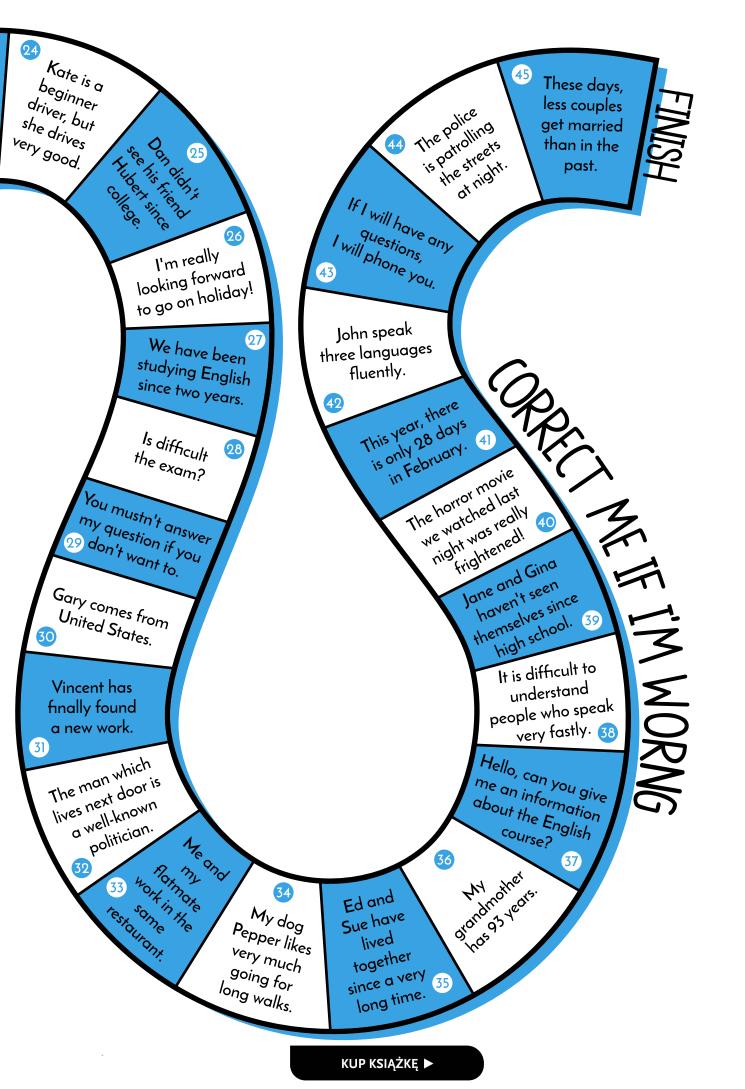
Answers:

- Daniel went to New York in 1998.
- The food which/that we ate on the plane made me feel sick.
- 3 Miguel is really homesick, he calls his mother every day.
- 4 Everybody likes pizza!
- My doctor told me/said that I should quit smoking.
- 6 When I have a problem, I always ask my bestie for advice.
- Pam is the happiest person I have ever met.
- 8 Excuse me, where can I find the post office?
- Almost every day of the holiday was sunny.
- Jimmy isn't a very good cook.
- All passengers must wear a seat belt.
- 12 I'm sorry, I can't hear you, can you repeat that?
- 13 I'm sorry, I don't know what it means.
- 14 If you don't study, you won't pass the exam!
- Nobody knows why Suzie broke up with Ralph.

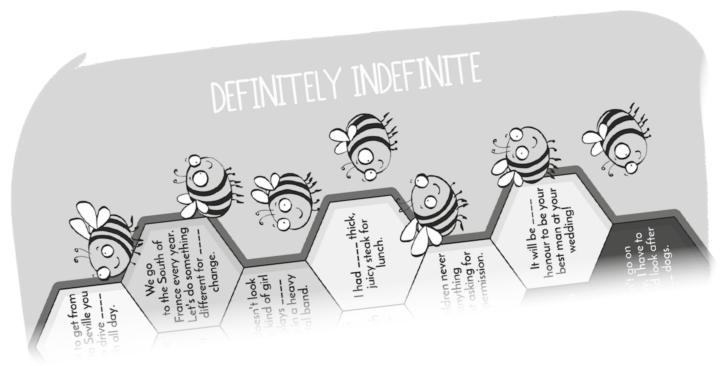
- 16 How many children do you have?
- 17 Excuse me, what does 'thrive' mean in English?
- 18 Tim and his friend Dave live on the same street.
- 19 There are 30 students in my class.
- I think you should apologise to Sam if you still want to be friends.
- 21 Please, sit down. Would you like a cup of tea?
- 1'm bored, let's go to the cinema!
- Please text me when you arrive home!
- 24 Kate is a beginner driver, but she drives very well.
- 25 Dan hasn't seen his friend Hubert since college.
- 26 I'm really looking forward to going on holiday!
- 27 We have been studying English for two years.
- 28 Is the exam difficult?
- You don't have to answer my question if you don't want to.
- Gary comes from the United States.

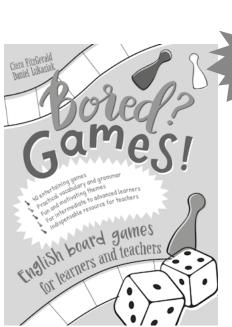
- Vincent has finally found a new job.
- The man who/that lives next door is a well-known politician.
- 33 My flatmate and I work in the same restaurant.
- 34 My dog Pepper really likes going for long walks
- Ed and Sue have lived together for a very long time.
- 36 My grandmother is 93 years old.
- Hello, can you give me (some) information about the English course?
- It is difficult to understand people who speak very fast.
- Jane and Gina haven't seen each other since high school.
- The horror movie we watched last night was really frightening!
- 41 This year, there are only 28 days in February.
- 42 John speaks three languages fluently.
- 43 If I have any questions, I will phone you.
 44 The police are patrolling the streets at night.
- These days, fewer couples get married than in the past.













40 illustrated board games for teachers and learners at B1-C1 level.



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'Bored? Games!' is an essential tool for teachers and learners of English. With 40 games, covering a range of essential grammar and vocabulary topics, teachers will always have a useful game on hand to bring grammar and vocabulary to life. Learners at home can always keep on top of their English practice with fun games suitable for their level. Games include full instructions with models of how to play and hints on vocabulary to pre-teach.

Inside this book you'll find:

- Entertaining games that make it fun to review and practise a variety of key grammar points and vocabulary
- Games for beginner to intermediate learners of English
- Engaging material to liven up your grammar lessons
- Fun and memorable activities that your students will love
- Games with rich vocabulary, collocations, phrasal verbs and idioms
- Activities with real world themes and ideas guaranteed to motivate curious learners

