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# Bored? Games!

40 entertaining games  
Practical vocabulary and grammar  
Fun and motivating themes  
For intermediate to advanced learners  
An indispensable resource for teachers

English board games  
for learners and teachers

B1-C1



Preston Publishing

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I = Intermediate    UI = Upper Intermediate    Adv = Advanced

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I = Intermediate   UI = Upper intermediate   Adv = Advanced

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I = Intermediate    UI = Upper-intermediate    Adv = Advanced

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# INTRODUCTION

First things first, this wasn't supposed to be a book at all. If you are a teacher of English for higher levels, 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. After just two terms, we had so many and our students liked them so much that we decided to share them with other teachers struggling with the same problem.

Even though this is a playful book of games, they're not designed for children but for teenagers and adults who love board games just as much as children do. And, 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 learners have to tackle at higher 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.



# INTRODUCTION

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 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 a game 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. However, on games where it will be really helpful, we have included grammatical formulae and examples to help you use the structures more fluently as you play.
-  Before playing any game, check what equipment you need. Normally you'll need a die or two, a few different-coloured objects to act as pawns, a coin and a pencil.
-  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. This 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. You don't want your opponents to cheat!
-  We strongly encourage you to adapt the games to suit your learners. Throughout the book, we have included blank boards which you or your students can use to make your own games.
-  Most of the games suggest ways to extend the material. These ideas encourage even more practice, offer suggestions for projects and homework tasks, and give teachers inspiration for follow-up speaking and writing activities.

If you've read this far, you must be really bored. So grab a friend and start playing!

# 1 PARTY ANIMAL'S BOX OF TRICKS

**Language Point:** Passive in the following tenses and verb forms: Present Perfect, Present Continuous, Future Simple, Present Simple, Past Simple, Past Continuous, Infinitive

**Level:** Intermediate / Upper-intermediate

**Players:** 2-4

**Time:** 20-25 minutes

**Equipment:** one counter for each player and a die

**Suggestions for vocabulary to pre-teach:** mammoth (n.); domesticate (v.); pigeon (n.); vacant (adj.); bury (v.)

## Instructions

Players take it in turns to move their counters around the board, according to a die roll. When they land, they should form a sentence in the passive, taking care to use the correct tense.

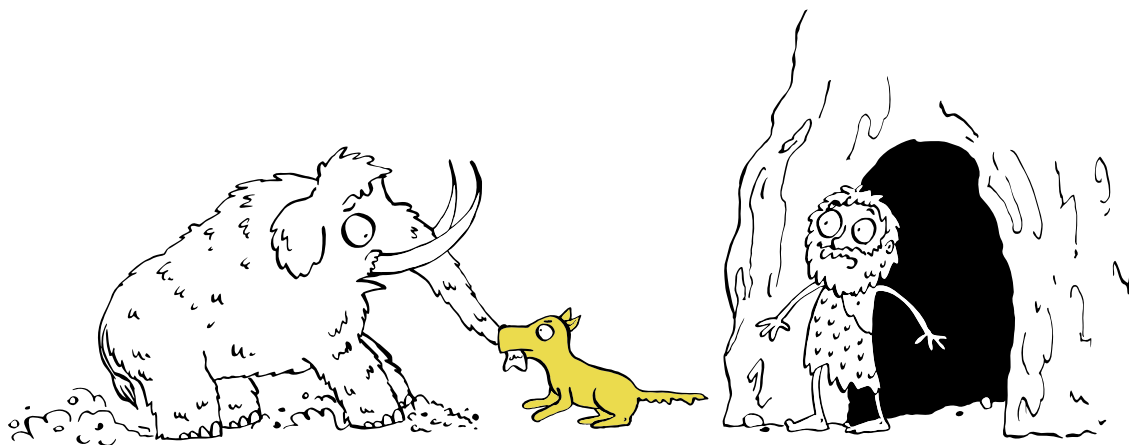
If they form the sentence incorrectly, they go back to where they were before their current move.

The first player to land on 'finish' wins.

## Extend

**Speaking/Listening:** Students write passive sentences about themselves in each tense used in the game. One of the sentences should be false; the others should all be true. In pairs, students read their sentences to each other, and their partner guesses which sentence is not true.

**Project:** Using the Internet or their own knowledge, students find and write up facts (one for each tense) which they present to the class.





# PARTY ANIMAL'S



# BOX OF TRICKS

The Empire State Building / build / in just 410 days

The Guinness Book of Records / first publish / 1955

Chicken nuggets / make / on average from 43% chicken

The inventor of the Pringles can / bury / in one of them in 2008

Only 10% of people struck by lightning / kill

1% of the total US population / imprison

The first dinosaur fossil / find / in 1824

The Hubble Telescope / name / after astronomer Edwin Hubble

You are more likely / kill / by a toaster than a shark

The light bulb / (not) invent / by Thomas Edison

60 million photos / upload / Instagram every day

Flush toilets / (not) use / until mid-18th century

100% of energy / produce / from renewable sources in Iceland

In-flight smoking / ban / in 1990

In the 1900s, heroin / use / as cough medicine

The Earth / bombard / cosmic rays now

French as an official language / speak / in England / 1066-1362

In 1386, a pig / execute / in France for murder

Humans / assist / by true AI by the late 2040s

Half a kilo of insects / consume / per person per year

One third of the food produced in the world / waste

Petrol cars / (not) sell / by 2050

The metric system / still (not) adopt / USA, Burma and Liberia

## FINISH

# PARTY ANIMAL'S BOX OF TRICKS

## Answers:

America was not discovered by Columbus.  
The patient is being operated on as we speak.  
Mars will be colonised by the second half of the 21st century.  
Polish is spoken by 55 million people worldwide.  
Harry Potter was written by J.K. Rowling.  
Lung cancer is/can be caused by smoking cigarettes.  
The number of electric cars is expected to rise in the near future.  
Time travel has not been invented yet.  
The Prime Minister is being interviewed at the moment.  
The new law has been criticised by the opposition recently.  
Mammoths still roamed the Earth while the pyramids were being constructed.  
Scrabble was first played in 1948.  
Human beings are made of 60% water.  
Dogs were domesticated 30,000 years ago.  
All objects are made of 99.9% empty space.  
Post was delivered by pigeons during WW1.  
50% of the world's wealth is owned by the 8 richest people.  
Mount Everest is climbed by about 500 people every year.  
The universe is most likely inhabited by millions of civilisations.  
Beer was only considered to be alcohol in Russia after 2011.  
In the USA, homeless people are outnumbered by vacant houses.  
Potatoes were brought to Europe at the end of the 16th century.  
300 hours of video are uploaded to YouTube every minute.  
The first IKEA store was opened in 1958 in Sweden.  
The Guinness Book of Records was first published in 1955.  
Only 10% of people struck by lightning are killed.  
The Hubble Telescope was named after the astronomer Edwin Hubble.  
60 million photographs are uploaded to Instagram every day.  
In-flight smoking was banned in 1990.  
French as an official language was spoken in England between 1066 and 1362.  
Half a kilo of insects are consumed per person, per year.  
The metric system has still not been adopted in the USA, Burma and Liberia.  
One third of the food produced in the world is wasted.  
In 1386, a pig was executed in France for murder.  
In the 1900s, heroin was used as cough medicine.  
Flush toilets were not used until the mid-18th century.  
You are more likely to be killed by a toaster than a shark.  
1% of the total US population is imprisoned.  
Chicken nuggets are made, on average, from 43% chicken.  
The Empire State Building was built in just 410 days.  
The inventor of the Pringles can was buried in one of them in 2008.  
The first dinosaur fossil was found in 1824.  
The light bulb was not invented by Thomas Edison.  
100% of energy is produced from renewable sources in Iceland.  
The Earth is being bombarded by cosmic rays now.  
Humans will be assisted by true AI by the late 2040s.  
Petrol cars will not be sold by 2050.

# 6 MAKE OR DO?

**Vocabulary Point:** Collocations with 'make' and 'do'

**Level:** Intermediate / Upper-intermediate

**Players:** 2-3

**Time:** 15-20 minutes

**Equipment:** a counter for each player, a die and a pencil and paper for keeping score

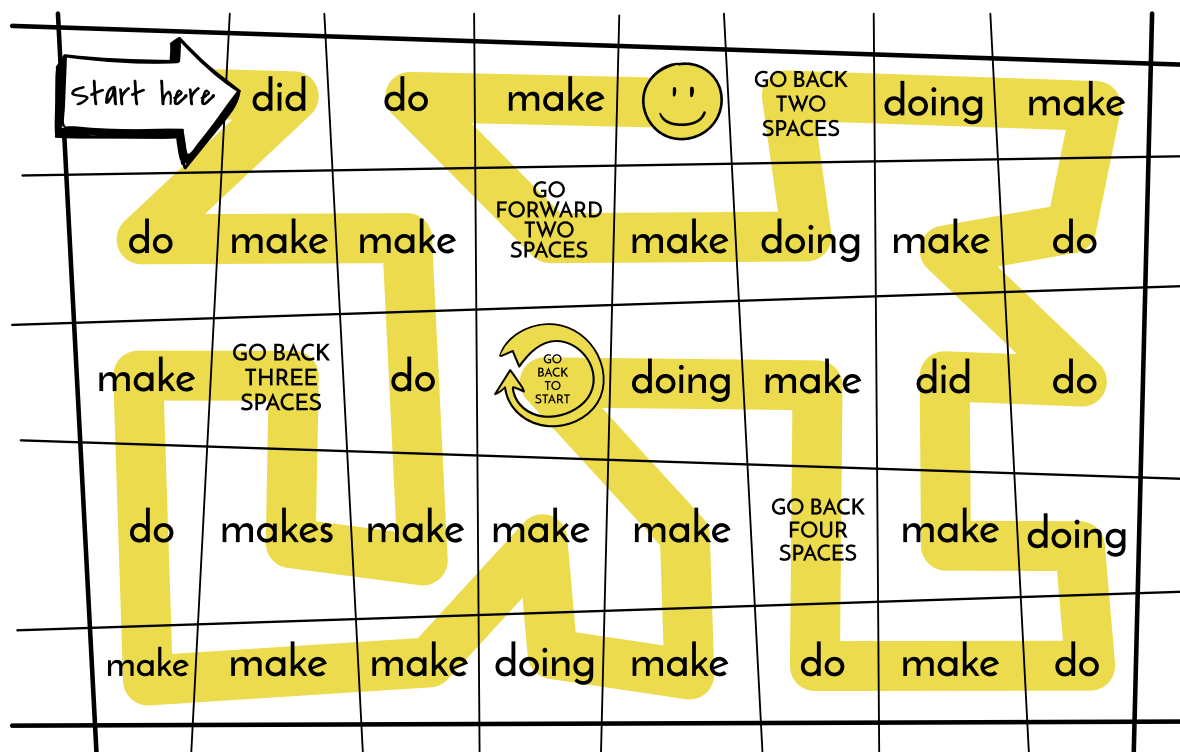
## Instructions

Students take it in turns to roll the die and move around the board, following the path and instructions. They ask their partner the question on which they land - being careful to choose the correct verb and to conjugate it. The teacher should encourage extended answers. Players get one point for every correctly formed question. If they form the question incorrectly, they don't get a point, but they can still move forward, and the other player must still answer the question. The game finishes when one of the players reaches the smiley face, and the winner is the player with the most points.

## Extend

**Vocabulary:** In their notebooks, students make two columns: one for collocations with 'make' and the other for collocations with 'do'. They should add the ones from the game and add any new ones they find when studying.

Answers:



# MAKE OR DO?

start here

When  
was the  
last time  
you  
----- an  
exam?

Do you like to  
----- the  
ironing?

After what time  
should you NOT  
----- noise in  
your flat or  
house?

Do you normally  
----- some  
research before  
you buy  
something  
expensive?

Do you  
----- your  
bed every  
morning?

Do you  
normally -----  
or buy presents  
for people?

**GO  
FORWARD  
TWO  
SPACES**

Do you ever  
-----  
promises  
you can't  
keep?

**GO BACK  
THREE  
SPACES**

When do you  
normally  
----- your  
homework?



If you could  
----- any  
job, what  
would it be?

Do you know  
anybody who  
-----  
excuses to  
avoid work?

Do you find it  
difficult to  
----- an  
effort to  
learn new  
things?

Do you find it  
easy or  
difficult to  
-----  
decisions?

What  
things  
----- you  
angry?

Do you ever  
----- silly faces?

What  
situations  
----- you  
nervous?

Do you like  
----- the  
dishes?



## GO BACK TWO SPACES

Do you enjoy  
-----  
exercise?

Do you always  
apologise when  
you ----- a  
mistake?

Do you  
usually -----  
plans for  
future  
holidays?

Do you like  
----- the  
laundry?

Did you  
----- any  
friends in your  
last English  
class?

Do you -----  
the washing up  
before or after  
you eat?

Do you know  
anybody who  
spends ages  
----- their  
hair in the  
morning?

How often do  
you ----- calls  
on your phone?

When was  
the last  
time you  
-----  
something  
scary?

Do you  
normally  
----- your  
shopping at  
the weekend  
or during the  
week?

Do you find  
it hard to  
----- up  
your mind  
about what  
to order in a  
restaurant?

## GO BACK FOUR SPACES

What do you  
do if you don't  
have time to  
----- your  
lunch?

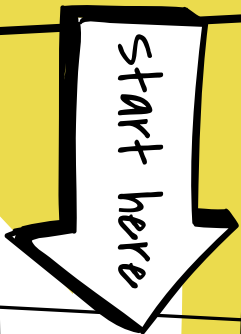
Do you know  
anybody who  
is ----- time  
in prison?

When is it  
important to  
----- a good  
impression?

Do you ever  
ask other  
people to  
----- you a  
favour?

Do you find it  
easy or difficult  
to -----  
friends?

When do  
you normally  
----- the  
housework?



GO BACK  
THREE  
SPACES

GAME: .....

GO  
FORWARD  
TWO  
SPACES



GO BACK  
TWO  
SPACES

GO BACK  
FOUR  
SPACES





# Bored? Games!



A1-B1

40 illustrated board games  
for teachers and learners  
at A1-B1 level.

 Preston Publishing

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# Bored? Games!

'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; hints on vocabulary to pre-teach; and great ideas to extend the material with tasks for speaking and writing, projects, surveys, and much more.

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 intermediate to advanced 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

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