

Ciara FitzGerald
Daniel Lukasiak

Bored? Games!

Vocabulary

38 entertaining games
Practical vocabulary

Fun and motivating themes

Pre-intermediate to advanced learners

An indispensable resource for teachers

English board games
for learners and teachers

A2-C1



Preston Publishing

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PI = Pre-intermediate

I = Intermediate

UI = Upper-intermediate

A = Advanced

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| | | | |

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INTRODUCTION

If you're a fan of 'Bored? Games!' volumes one and two, you'll know that we get a kick out of creating fun, useful and interesting games for learners of English. After covering all the main areas of grammar for beginner to advanced students in 'Bored? Games!' volumes one and two, we decided to bring our fresh and contemporary approach to a whole new set of vocabulary games. We are sure that teachers and learners will love 'Bored? Games! Vocabulary' just as much as they enjoy the previous two volumes.

As with the two previous volumes, 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 key vocabulary sets that older teenagers and adults need to become familiar with. 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 throughout the book.






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 useful vocabulary 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.

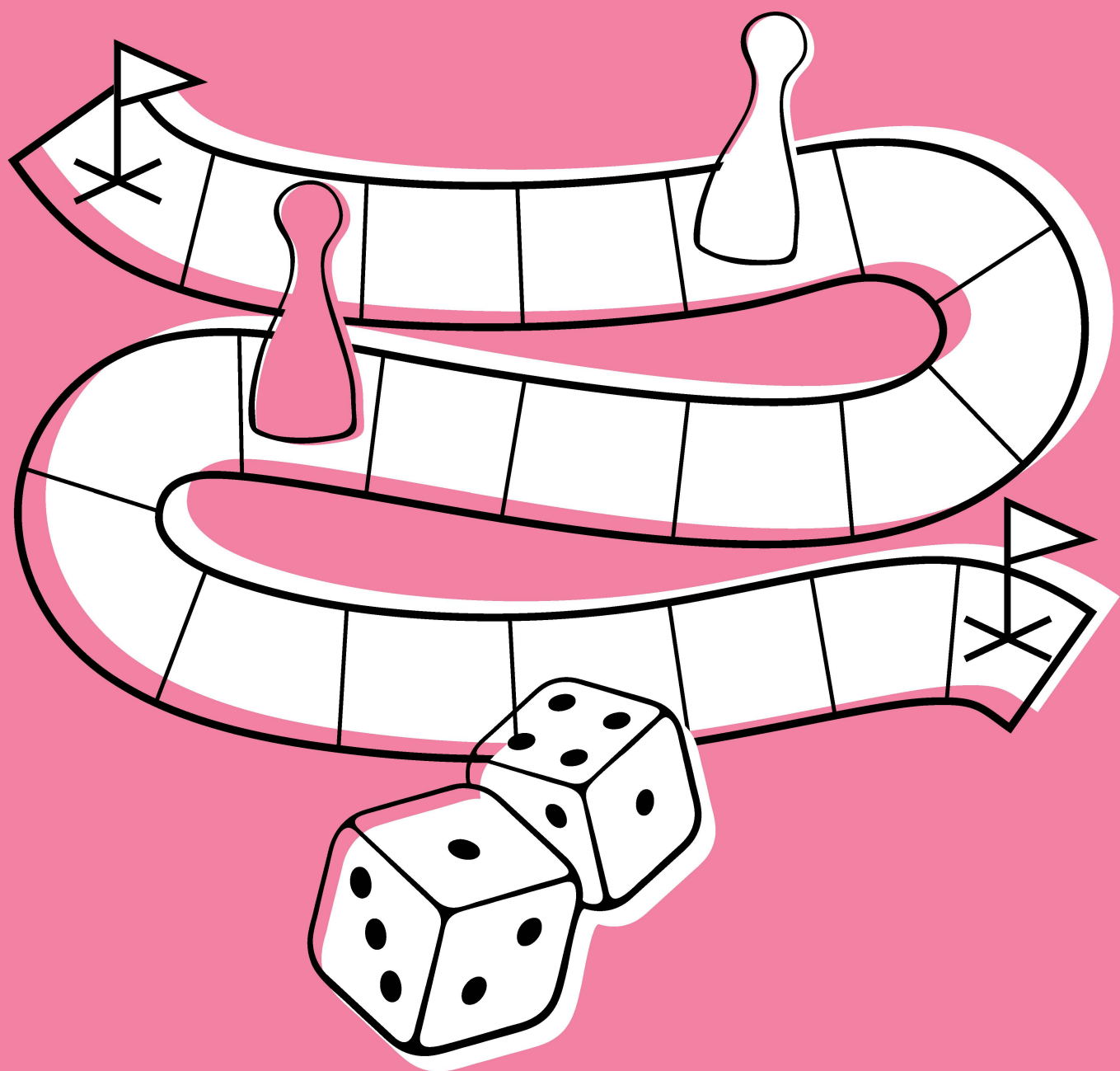
If you're a learner of English, you'll know how important it is to practise English often. 'Bored? Games!' is the perfect book for you to not only revise and practise but also extend and enhance your knowledge of English vocabulary. Many of the games are designed so that they can be played multiple times, and every time you play, you'll reinforce what you already know and learn more new words. 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:

-  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 page 20 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. This suggested vocabulary refers to words used in the game that might be unfamiliar to learners at the level for whom it is intended.
-  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, or the players can sit back to back. You don't want your opponents to cheat!

LET'S PLAY!



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1 FAMILY TREE

Vocabulary Point: Family members, relationships and related vocabulary

Level: Pre-intermediate (game A) / Intermediate (game B)

Players: 2

Time: 30-40 minutes

Equipment: a pencil for each player, scissors

Suggestions for vocabulary to pre-teach: review the words in the vocabulary lists at the bottom of this page

Note: remind players that your aunt's husband is your uncle (not your uncle-in-law) and similarly your uncle's wife is your aunt.

Instructions

There are two games, both played in the same way: pre-intermediate level (game A) and intermediate level (game B). The aim of the game is to answer 10 questions based on the family tree.

Players sit opposite each other, or back-to-back, so they can't see their opponent's page. They take it in turns to ask and answer the questions on their questionnaire. Player 1 goes first, asking their opponent the first question on their card. Player 2 consults the family tree and answers the question. Player 1 checks if the answer is correct (the answers are printed underneath each question) and, if it is, Player 2 can give themselves one point in the first circle. If they say the wrong answer, they should put a cross in the circle. Players play in turns to ask and answer all the questions. Then, they both add their points and the player with the most points is the winner.

Model - Game A

Player 1: Name ALL the people who have a husband.

Player 2: Okay. Betty, Rose, Grace and Diane.

Player 1: That's not correct, you forgot two people. You don't get a point!

Player 2: Okay, your turn. Which grandparents have exactly three granddaughters?

Player 1: Edward and Grace.

Player 2: Correct! You get one point.

Extend

Personalisation: Players draw their own family tree and write ten questions. Play in pairs as above.

Vocabulary list - Game A - Pre-intermediate

| | | |
|---------------|--------|----------|
| husband | cousin | brother |
| wife | niece | parents |
| grandparents | nephew | children |
| grandchildren | aunt | daughter |
| grandson | uncle | son |
| granddaughter | sister | twins |

Vocabulary list - Game B - Intermediate

| | | |
|----------------|-----------------|---------------|
| wife/wives | sister-in-law | grandchild |
| husband | father-in-law | twins |
| only child | mother-in-law | children |
| sibling | son-in-law | uncle |
| relationship | couple | family member |
| brother-in-law | daughter-in-law | grandparents |

GAME B

PLAYER 2

- 1 Who are the people with the oldest mother-in-law? (Donald and Diane)
- 2 How many family members have husbands? (6 - Betty, Rose, Grace, Ruby, Doreen, Diane)
- 3 Who are the twins' parents? (George and Betty)
- 4 Who doesn't have a sibling? (Mae)
- 5 What's the relationship between Milo and Mae? (They're cousins)
- 6 Who is Harold's son-in-law? (Donald)
- 7 Find someone with two sisters-in-law. (Doreen)
- 8 Who is Doreen's father-in-law? (Edward)
- 9 Find Otis's sister-in-law. (Doreen)
- 10 Who are the grandparents with the oldest grandchild? (Edward and Grace)

| | | | | |
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Tick ✓
if you say
the correct
answer.

GAME A

PLAYER 2

- 1 Which grandparents have exactly three granddaughters? (Edward and Grace)
- 2 Name one person who has a nephew. (Otis, Ruby, Gary, Diane)
- 3 Who are Alice's grandparents? (George, Betty, Harold, Rose)
- 4 Name ALL the people who have a wife. (Gary, Donald, Otis, Edward, Harold, George)
- 5 Who doesn't have a brother? (Jane, Alice, May, Milo, Gary, Donald)
- 6 Which parents have three children? (George & Betty and Doreen & Donald)
- 7 Who has the oldest daughter? (Edward and Grace)
- 8 Who are Bruce's nieces? (Jane and Alice)
- 9 Find the names of the twins. (Curtis and Doreen)
- 10 Name Alice's uncles. (Bruce, Curtis and Donald)

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Tick ✓
if you say
the correct
answer.

GAME A

PLAYER 1

1 Name ALL the people who have a husband.

2 Which grandparents don't have a grandson?

3 How many cousins does Jane have?

4 Which grandparents have the most grandchildren?

5 Which parents have two sons?

6 Who is Ruby's nephew?

7 Who are Grace's grandchildren?

8 Name one of Gary's nieces?

9 Name Milo's aunts.

10 Name two people who don't have a sister?

Tick ✓
if you say
the correct
answer.

| | | | | |
|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
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GAME B

PLAYER 1

1 How many family members have wives?

2 Find an only child.

3 What's the relationship between Harold and Rose?

4 Find someone with three brothers-in-law.

5 Name one couple that has a daughter-in-law?

6 Who has the oldest father-in-law?

7 Who are the grandparents with the youngest grandchild?

8 Name the couple with the biggest age difference.

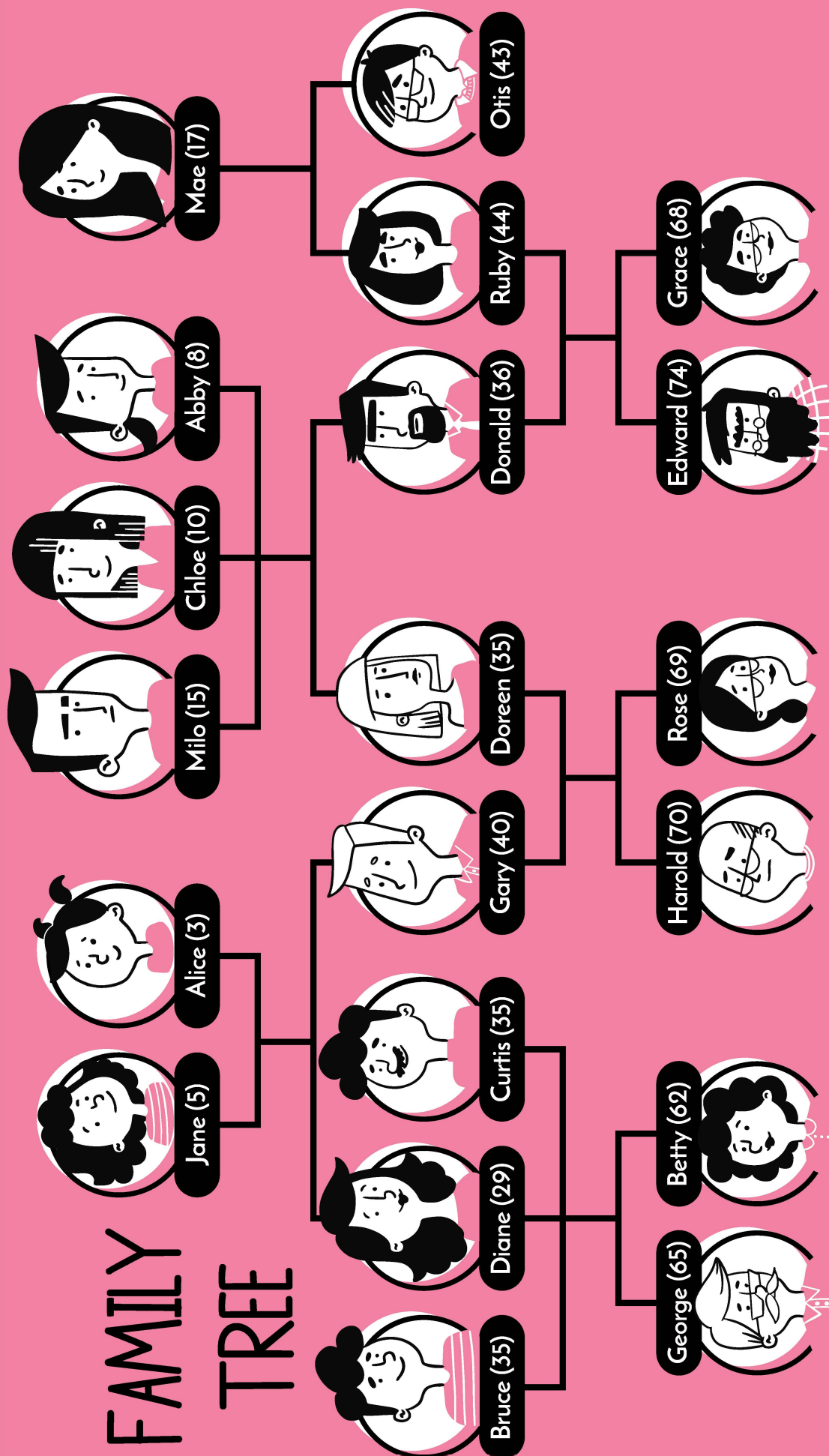
9 Name a person who has two siblings.

10 Which children have the most uncles?

Tick ✓
if you say
the correct
answer.

| | | | | |
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FAMILY TREE



8

PREFIX VS SUFFIX

Vocabulary Point: Forming adjectives, verbs and nouns using prefixes and suffixes

Level: Upper-intermediate

Players: 2

Time: 20-30 minutes

Equipment: a counter for each player, a die and scissors

Suggestions for vocabulary to pre-teach: immature (adj.); peak (n.); landscape (n.); swap (v.)

Instructions

Before playing, cut up the Player 1 and Player 2 sentence sheets. Players choose who will be Player 1 and Player 2 – they sit at their side of the board and take the appropriate set of sentences. Note that Player 1 will form words using suffixes while Player 2 will use prefixes, and that there are no spelling changes required when words are formed.

Both players place their counters on 'Start' and Player 1 goes first, rolling the die; when he lands on a number, his opponent (Player 2) consults their own worksheet and reads the sentence corresponding to the number aloud (without reading the answer written beside the sentence). Player 1 consults the lists at the bottom of his side of the board and forms a word that best matches the definition that was read out, using a root word and a suffix. Player 2 can tell Player 1 what kind of word (noun, verb or adjective) is required if wanted. If Player 1 says the wrong word or can't give an answer, he must return to where he came from.

When players land on an instruction (as opposed to a number), they should follow it – and where the instruction requires them to land on a number, they must follow the procedure as above. If they say the wrong answer or can't give an answer, they should return to where they came from, or stay where they are, depending on which position is further from 'Finish'.

Players play in turns and the first player to reach 'Finish' is the winner.

Model

Player 1 rolls 2, and so lands on number 20.

Player 2: Describes something disordered, dirty or untidy.

Player 1: The word is 'messy'.

Player 2: That's correct!

Player 2 rolls 5, and so lands on number 9.

Player 1: A word to describe something that you can't believe.

Player 2: What kind of word is it?

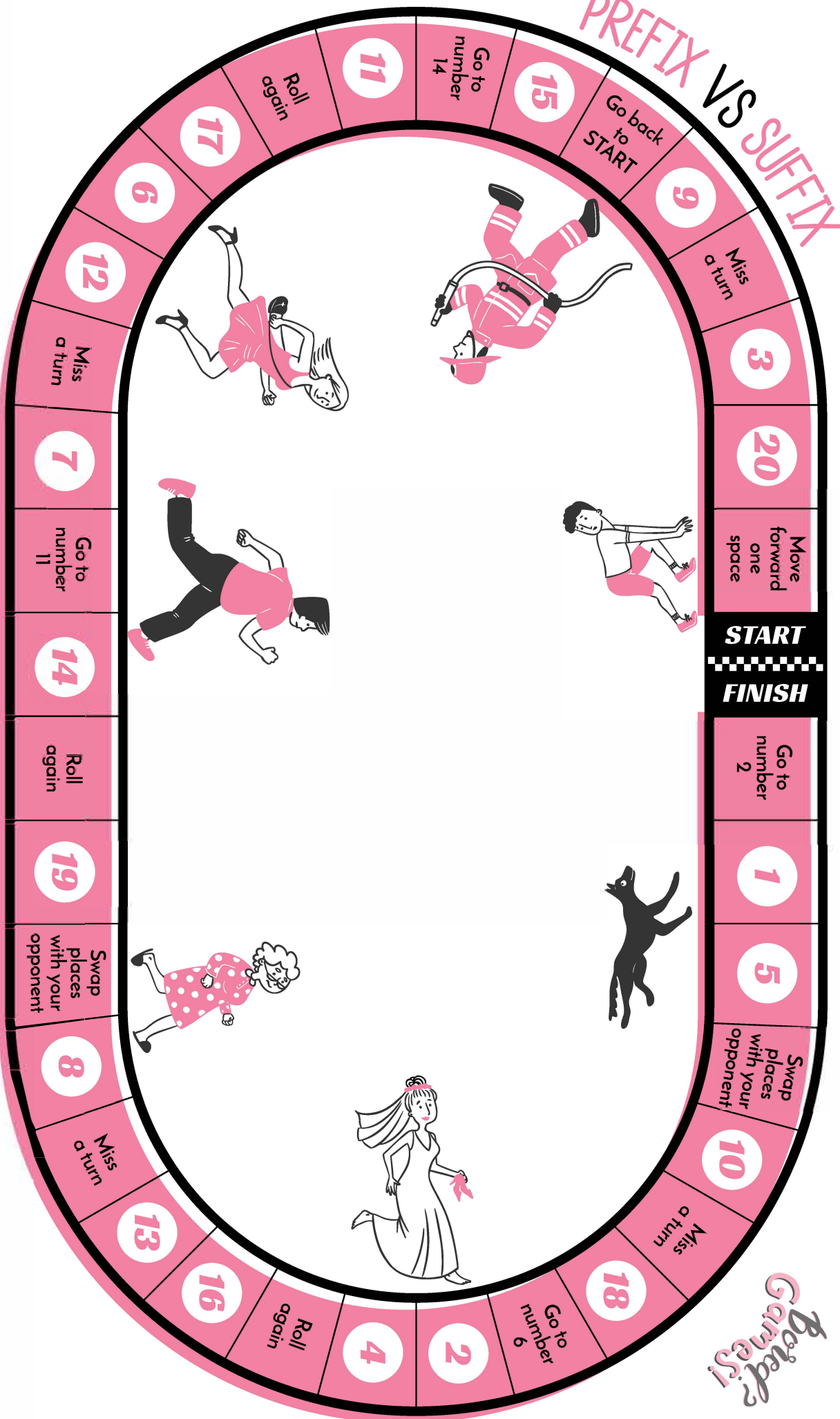
Player 1: It's an adjective.

Player 2: The answer is 'incredible'.

Player 1: That's correct!

PREFIX VS SUFFIX

Bedford Games!



second neighbour
mountain friend
foreign owe
education free

fit child
percent govern
forget home
employ contest
mess capital
sweet

-ship -ous -al -dom -ness
-ant -en -ful -er -ment
-ish -able -age -ism
-some -ary -hood -ee

anti- in- mid- under- tri-
over- ex- up- hyper-
dis- super- bi- sub-
im- fore- micro- mono-

biography patient active well eat
scope load social lingual wife day
glue angle age credible honest marine
cycle ordinary

Player 2

- 1 Describes something that helps you learn. **educational** (adj.)
- 2 Describes something that's popular at the moment. **fashionable** (adj.)
- 3 It's an amount out of 100. **percentage** (n.)
- 4 It's a person in a competition. **contestant** (n.)
- 5 Describes a type of school for children between 12 and 18. **secondary** (adj.)
- 6 It means that you can do what you want. **freedom** (n.)
- 7 To add sugar to something. **sweeten** (v.)
- 8 It's a person who comes from another country. **foreigner** (n.)
- 9 It's a person who gets paid to work for someone. **employee** (n.)
- 10 Describes someone who doesn't remember things. **forgetful** (adj.)
- 11 It's an area of a town or city where people live. **neighbourhood** (n.)
- 12 Describes someone who is immature. **childish** (adj.)
- 13 It's an economic system where businesses are owned by people, not by the state. **capitalism** (n.)
- 14 Describes a person with nowhere to live. **homeless** (adj.)
- 15 It's a group of people who control a country. **government** (n.)
- 16 The condition of your body being physically strong and healthy. **fitness** (n.)
- 17 Describes a landscape with high peaks. **mountainous** (adj.)
- 18 Extremely good or amazing. **awesome** (adj.)
- 19 It's a relationship between two people who like each other. **friendship** (n.)
- 20 Describes something disordered, dirty or untidy. **messy** (adj.)

Player 1

- 1 Describes a person who doesn't enjoy spending time with others. **antisocial** (adj.)
- 2 It's a book that a person writes about their own life. **autobiography** (n.)
- 3 It's a vehicle with two wheels and no motor. **bicycle** (n.)
- 4 Describes a person who doesn't tell the truth. **dishonest** (adj.)
- 5 Describes something exceptional or not usual. **extraordinary** (adj.)
- 6 It's a woman you used to be married to. **ex-wife** (n.)
- 7 To predict what will happen in the future using evidence. **forecast** (v.)
- 8 Describes a person with a lot more energy than normal. **hyperactive** (adj.)
- 9 A word to describe something that you can't believe. **incredible** (adj.)
- 10 Describes a person who can't wait for something. **impatient** (adj.)
- 11 12pm. **midday** (n.)
- 12 Describes a person who speaks only one language. **monolingual** (adj.)
- 13 This machine makes small things look larger. **microscope** (n.)
- 14 To consume too much food. **overeat** (v.)
- 15 It's a vehicle that goes under the water. **submarine** (n.)
- 16 A strong substance that makes things stick together. **superglue** (n.)
- 17 It's a three-sided shape. **triangle** (n.)
- 18 To move data from one computer to another. **upload** (v.)
- 19 Describes a person who feels sick. **unwell** (adj.)
- 20 Describes a person who is too young to do something. **underage** (adj.)



21 WHAT'S THE MATTER?

Model

Player 1: Can I have 1C, please?

Player 2 mimes the word.

Player 1: Is it 'bandage'?

Player 2: Yes, it is.

Player 1 awards herself 10 points in the 'Guess' box. She hadn't circled the word, so there are no points in the 'Hit' box.

Player 2: Can I have A4, please?

Player 1 mimes the word.

Player 2: Is it 'to vomit'?

Player 1: No, it isn't.

Player 2: Is it 'sore throat'?

Player 1: Yes, it is.

Player 1 awards himself 5 points in the 'Guess' box. He had circled the word, so he awards himself 5 points in the 'Hit' box.

Player 1

| | A | B | C |
|---|-------------|---------------|----------------------------|
| 1 | to vomit | twisted ankle | fever/ high temperature |
| 2 | headache | nurse | thermometer |
| 3 | to faint | painkiller | seasick |
| 4 | sore throat | stomach ache | toothache |

Bored?
Games!

GUESS HIT

☐ ☐ ambulance

☐ ☐ bandage

☐ ☐ blood

☐ ☐ cough

GUESS HIT

☐ ☐ earache

☐ ☐ injection

☐ ☐ a plaster

GUESS HIT

☐ ☐ broken bone

☐ ☐ a cut

☐ ☐ a cold

☐ ☐ backache

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Player 2

| | A | B | C |
|---|-------------|-----------|-----------|
| 1 | a plaster | ambulance | bandage |
| 2 | backache | blood | injection |
| 3 | broken bone | a cold | cough |
| 4 | a cut | earache | bruise |
| | | | |

Bored?
Games!

GUESS HIT
☐ ☐ twisted ankle
☐ ☐ to faint
☐ ☐ headache
☐ ☐ painkiller

GUESS HIT
☐ ☐ nurse
☐ ☐ seasick
☐ ☐ to vomit
☐ ☐ toothache

GUESS HIT
☐ ☐ thermometer
☐ ☐ stomach ache
☐ ☐ sore throat
☐ ☐ fever/
high temperature



Bored? Games!

'Bored? Games! Vocabulary' is the third book in the popular series that has become an essential tool for teachers and learners of English.

Inside you'll find 38 games that will allow your students to expand their vocabulary beyond the essential and expose them to the kind of language you'd hear in a natural English speaking environment. If you're a teacher of English you'll always have an entertaining game on hand to liven up your classes. Learners at home will never be short of challenging yet fun ways to develop their vocabulary and bring it to the next level. Each game comes with full instructions and a clear model of how to play.

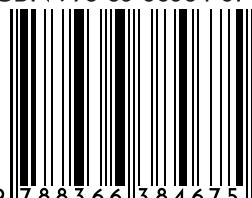
Inside this book you'll find:

- Entertaining games that make it fun to practise new vocabulary and bring it to the next level
- Games for pre-intermediate to advanced learners of English
- Engaging material to liven up your classes
- Fun and memorable activities that your students will love
- Games that take the vocabulary out of the textbook and into the real English speaking world

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