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B = Beginner PI = Pre-intermediate I = Intermediate

REGULARLY		
IRREGULAR	B / PI	Irregular verbs – simple past and past participle
A QUESTION OF TIME	PI	Past Simple (affirmative, interrogative, negative)
LOST ARTICLE	PI	The indefinite article A / AN and no article
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I DIDN'T DO IT!	PI / I	Past Simple and Continuous (affirmative, negative)
A BLAST FROM THE PAST	PI / I	Past Simple and Continuous (affirmative, negative, interrogative)
GOOD OLD DAYS	Pl	USED TO / DIDN'T USE TO
HAVE YOU EVER KISSED A FROG?	PI / I	Present Perfect (affirmative, negative, interrogative)
	A QUESTION OF TIME LOST ARTICLE THE MISSING THE ADVICE - FOUR IN A ROW BUTTERFLY EFFECT RELATIVE CLAWS THAT WE CHEW MIND YOUR MANNERS IF YOU DO, I WILL TOO. COMMON GROUND I DIDN'T DO IT! A BLAST FROM THE PAST GOOD OLD DAYS HAVE YOU EVER	IRREGULAR A QUESTION OF TIME LOST ARTICLE PI THE MISSING THE ADVICE - FOUR IN A ROW BUTTERFLY EFFECT PI RELATIVE CLAWS THAT WE CHEW MIND YOUR MANNERS PI/I IF YOU DO, I WILL TOO. PI/I COMMON GROUND PI/I I DIDN'T DO IT! A BLAST FROM THE PAST GOOD OLD DAYS PI/I HAVE YOU EVER KISSED A FROG?

Page:	Game:	Level:	Grammar/Vocabulary:				
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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

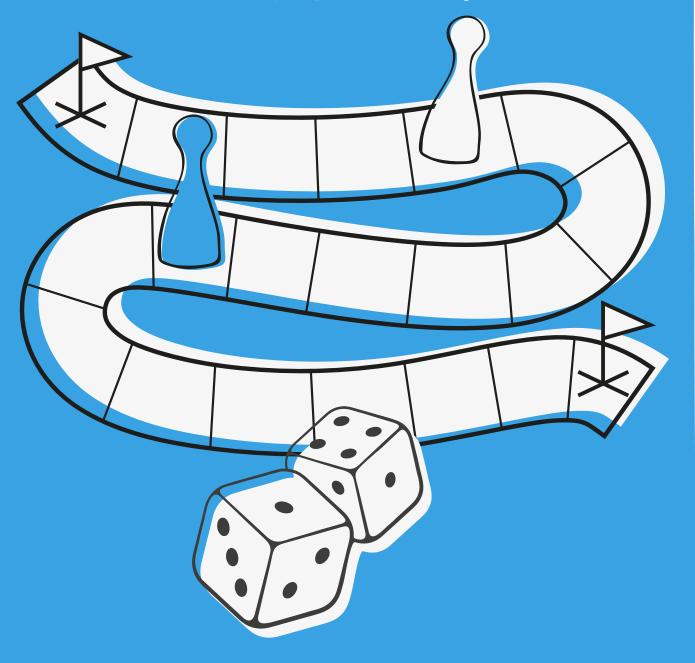
Action process process or derived.											
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The games can be played in any order as the book doesn't follow any specific curriculum.

A few practical pieces of advice:

- 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. 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!
- 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.
- To access full instructions for every game in other languages, scan this QR code:

LET'S PLAY!



27 HAVE YOU EVER KISSED A FROG?

Grammar Point: Present Perfect (affirmative, negative, interrogative)

Level: Pre-intermediate / Intermediate

Players: 2

Time: 20-30 minutes

Equipment: a counter for each player, a die, a pen or pencil

Suggestions for vocabulary to pre-teach: solar eclipse (n.); ostrich (n.); fist fight (n.); lick (v.); light bulb (n.); luxury hotel (n.); fax machine (n.); fire brigade (n.); ladder (n.);

download (v.); hug (v.); milk (v.); report (v.)

Instructions

The teacher should set a time limit as the game can be played ad infinitum. Before playing, each player must take a 'Responses' page and fill in the 'Your opponent' column. They should mark a 'tick' or a 'cross' depending on whether they think their opponent has or hasn't done each thing. If they don't know, they should guess. Then, on the game board, each player places their counter on segment 1 or segment 19. They take it in turns to roll the die and move their counters along the snake, according to the arrows. Player 1 goes first. When she lands on a segment, she must form a question and the die roll determines who that question will be about. Player 2 should answer the question according to the information he has on his 'Responses' page. If the question is about 'My opponent', Player 1 has an opportunity to gain points. Player 2 should answer the question honestly and, if Player 1 guessed her opponent's answer correctly (according to the information she recorded on the 'Responses' page), she can give herself one point (recorded in the 'Points' column). If the question is about Zoe, Ron, Mia or Amy, the player doesn't have an opportunity to gain points. When the allocated time is up, the players count their points and the player with the most points is the winner.

Model

Player 1 rolls 6: Have Amy and Zoe ever kissed their elbow?

Player 2: Yes, they have.

Player 2 rolls 4: Have you ever stayed in a luxury hotel?

Player 1: Yes, I have.

Player 2: Great, I guessed correctly, so I'll give myself one point.



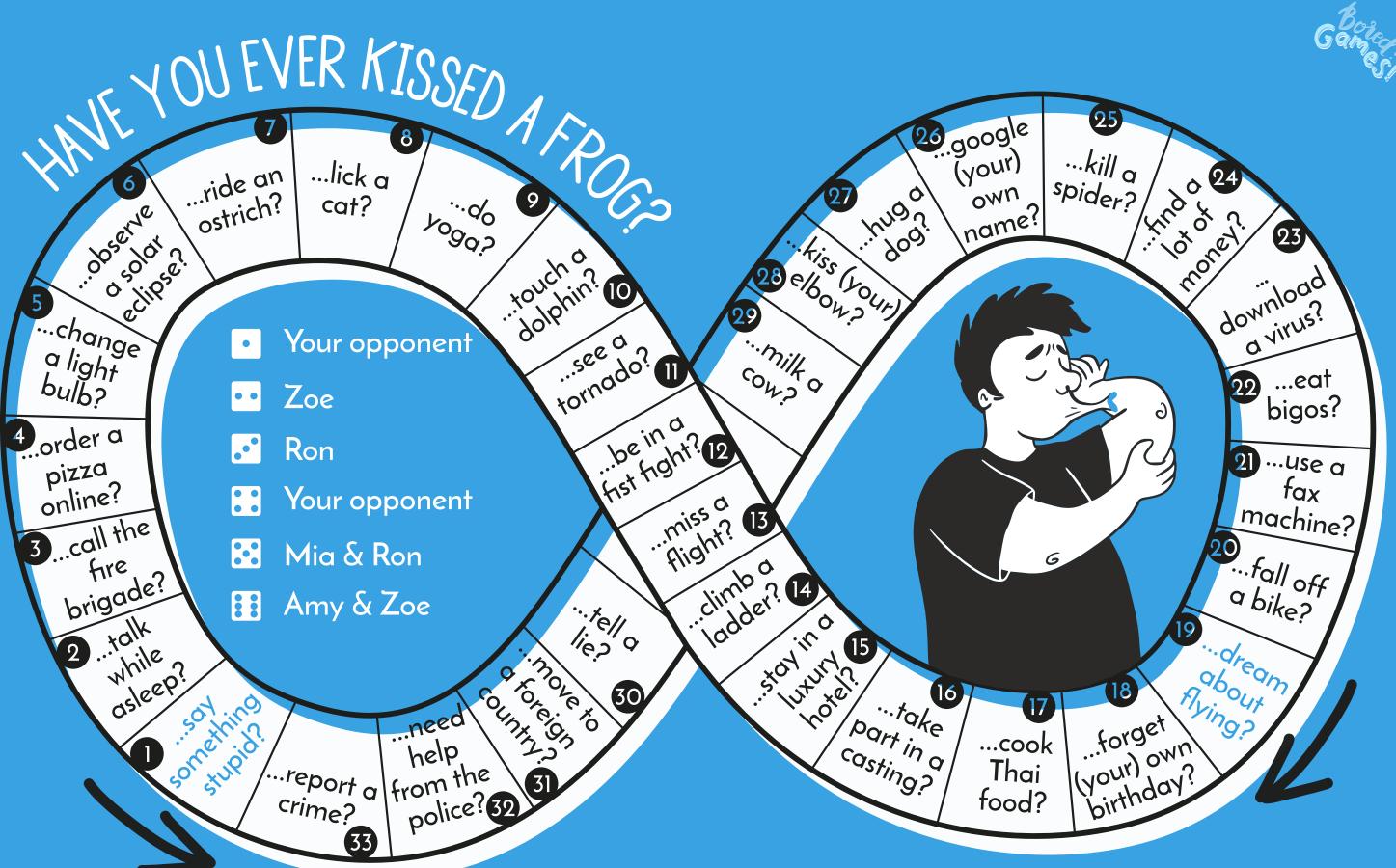
HAVE YOU EVER KISSED A FROG?

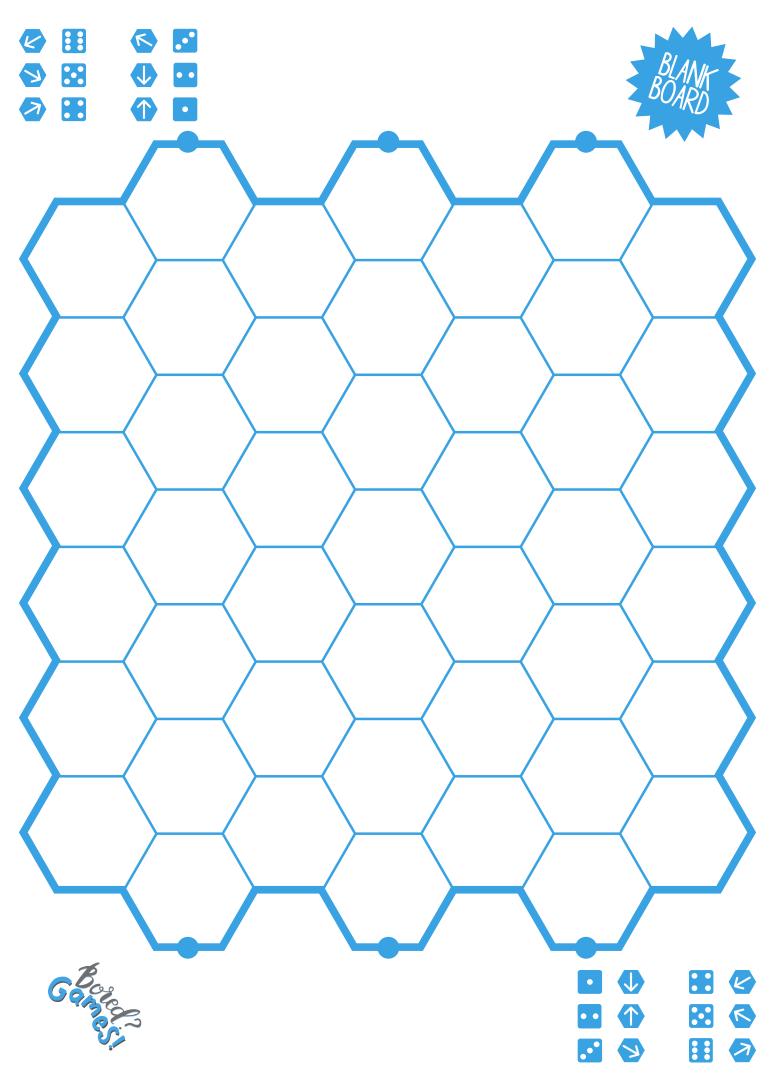
RESPONSES PLAYER 1	Points	Your opponent	Zoe	Ron	Mia	Amy
say something stupid?			/	/	/	/
2talk while asleep?			X	/	/	X
3call the fire brigade?			/	X	X	/
4order a pizza online?			X	/	/	X
5change a light bulb?			/	/	/	/
6observe a solar eclipse?			X	X	X	X
ride an ostrich?			/	X	X	/
8lick a cat?			/	X	X	/
🧿do yoga?			X	/	/	X
unitouch a dolphin?			/	/	/	/
see a tornado?			/	X	X	/
12be in a fist fight?			X	/	/	X
13miss a flight?			/	/	/	/
14climb a ladder?			X	/	/	X
15stay in a luxury hotel?			X	/	/	X
16take part in a casting?			/	X	X	/
17cook Thai food?			X	X	X	X
18forget (your) own birthday?			/	/	/	/
19dream about flying?			X	/	/	X
20fall off a bike?			X	/	/	X
21use a fax machine?			/	X	X	/
22eat bigos?			X	/	/	X
23download a virus?			/	/	/	/
24find a lot of money?			X	X	X	X
25kill a spider?			/	/	/	/
26google (your) own name?			/	X	X	/
27hug a dog?			X	/	/	X
28kiss (your) elbow?			/	X	X	/
29milk a cow?			X	X	X	X
tell a lie?			X	/	/	X
31move to a foreign country?			/	X	X	/
need help from the police?			X	/	/	X
33report a crime?			X	X	X	X

HAVE YOU EVER KISSED A FROG?

RESPONSES PLAYER 2	Points	Your opponent	Zoe	Ron	Mia	Amy
say something stupid?			/	/	/	
2talk while asleep?			X	/	/	X
3call the fire brigade?			/	X	X	/
4order a pizza online?			X	/	/	X
5change a light bulb?			/	/	/	/
6observe a solar eclipse?			X	X	X	X
ride an ostrich?			/	X	X	/
8lick a cat?			/	X	X	/
🧿do yoga?			X	/	/	X
unitouch a dolphin?			/	/	/	/
see a tornado?			/	X	X	/
12be in a fist fight?			X	/	/	X
13miss a flight?			/	/	/	/
14climb a ladder?			X	/	/	X
15stay in a luxury hotel?			X	/	/	X
16take part in a casting?			/	X	X	/
17cook Thai food?			X	X	X	X
18forget (your) own birthday?			/	/	/	/
19dream about flying?			X	/	/	X
20fall off a bike?			X	/	/	X
21use a fax machine?			/	X	X	/
22eat bigos?			X	/	/	X
23download a virus?			/	/	/	/
24find a lot of money?			X	X	X	X
25kill a spider?			/	/	/	/
26google (your) own name?			/	X	X	/
27hug a dog?			X	/	/	X
28kiss (your) elbow?			/	X	X	/
29milk a cow?			X	X	X	X
30tell a lie?			X	/	/	X
31move to a foreign country?			/	X	X	/
32need help from the police?			X	/	/	X
33report a crime?			X	X	X	X









80 English board games (A1-C1) for teachers and learners in two volumes

In the books you'll find:

- Entertaining games that make it fun to review and practise 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

Bored? Games! is an essential tool for teachers and learners. Two volumes contain **80** illustrated games. Thanks to stitch and Swiss brochure binding, the book will lay flat. This will allow you to use the pages as board games.

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You can also order the book on

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