

BRAINY STEPS



OUTDOOR GAME



BRAINY STEPS

The game is targeted at young and old. Everyone who wants to increase their knowledge of English adjectives in an interesting and fun way should use the Regipio wheel of adjectives. Learning through playing means a quicker and more effective acquisition of vocabulary.

The aim of the game is to introduce and memorize English adjectives that are indispensable in everyday communication. The players use adjectives in real and natural situations, talking or telling stories to other participants.

Additionally, the players learn cooperation and mutual support while playing. The games are played using a round giant board in the form of a floor mat with a diameter of 2 meters, divided into 36 coloured fields.

1

STOP! ADJECTIVES

We can divide the game into a few rounds or choose one option and play it several times. At the beginning choose the Leader of the game (the Leaders may change - a different person for each round). The players walk or run around the board. When the Leader says STOP! all the players stop moving. Each player has to use the adjective which is on the board in front of them to:

ROUND 1: make a sentence

ROUND 2: make a question

ROUND 3: find the opposite adjective and make sentences with both adjectives

ROUND 4: give a definition of the adjective

2

BLINDMAN'S BUFF

The aim is to guess the adjective you are standing on without looking at it. One of the players walks around the board with his/her eyes covered. The other players tell him/her when to stop. The other players then give a definition of the word and the blindfolded player tries to guess it.

If the player guesses the word, he gets a point and goes on walking. If the player doesn't guess the word, he/she is out of the game.

3

IN SEARCH OF THE LOST WORD

One player walks around the board until the other players shout „stop“. He/she then has to use the adjective on which he/she is standing in a sentence or question.

We can also choose a more difficult version of the game. The adjective can be used to describe one of the players, who in response, agrees or disagrees to the statement! After an exchange of views, the person described replaces the player on the board and the game can continue.

4

TICK-TOCK

The time is kept for each player. One player enters the board and stands on a chosen adjective. Then the player makes a sentence using the chosen adjective. Moving clock-wise, the player makes a sentence with each adjective he/she stands on (some of the words can be omitted). Each word may be used only once by the player.

The winner is the player who manages to make the biggest number of sentences in the shortest period of time.

5

SPIDER'S STORY

One of the players stands on one of the adjectives with one leg and starts the story. He/she must tell one sentence with one adjective and then put the other leg on the next adjective they use. The next step is to use hands to mark the adjectives used in the story. Hands and legs may be moved from place to place. The person who tells the longest story is the winner.

6

DON'T YOU KNOW? OUPS!

The players are divided into two groups. The group with the youngest player starts the game. The chosen player from the group stands on the field of his/her choice. The player from the other group has to find the opposite adjective and stand on that field. Then they swap roles. After each turn, other students from the groups play the game. If one of the players does not know the adjective, the whole group needs to do the task given to them by the opponents e.g. squats or jumping jacks.