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## RELAY RACE

Depending on the number of players, the group is divided into at least two teams. The team which starts the game stands in line in front of the board. They have 2 minutes to complete the task. On the word GO, the first player runs onto the board, stands on an adjective of their choice and speaks out a full phrase made up of the adjective and a noun. Each adjective and noun can only be used once. If any of the players on the board makes a mistake and uses a word which has already been used, he or she needs to change it in order to make their phrase different. Once a player completes the task, he or she touches the space in the centre of the board with their hand, runs to the team and "passes the baton" onto the next player. Any toy can be used as a baton, or the player can simply give the next player a high five if there is no toy at hand. The team must finish the round within the agreed time. Then the other team takes over.

The players who make the most phrases with adjectives win.

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## WHAT IS IT LIKE?

To play the game we need to prepare 12 or 24 small picture cards with nouns which our students are familiar with. Put each picture face down on random spaces on the mat. The students may work individually, in pairs or in groups (if their work in pairs, they take turns, and if they work in groups, they need to appoint different representative in each round).

A player:

- approaches the mat
- picks up one picture card
- analyses it
- initiates a short dialogue containing the noun from the picture and the adjective from the space in has been taken from, by creating a question and directing it to a partner or a chosen student in his or her group, e.g.: „Is this table green?" - „Yes, it is." - „No, it isn't. It is brown."



# ROUND STEPS



## OUTDOOR GAME



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## ROUND STEPS

**A game for young players that helps them to learn and consolidate basic colours, simple adjectives and numerals from 1 to 12. Learning through play helps students acquire new vocabulary faster and more effectively!**

**The game is played on a giant multicoloured board using adjectives that describe a colour or feature and also includes numbers. During the game, players develop cooperative skills and learn to help one another.**

**All games and activities use a a round giant board in the form of a floor mat. It is 2 m in diameter and consists of 36 coloured spaces.**

1

### PUNS

One of the players stands blindfold in the centre of the board while the other players walk around it. When the person in the centre says STOP, the other players stop moving and try to memorize the adjective on the space in front of them. Next, everyone steps back from the board so that the player in the centre does not know which adjective each of them memorized. The next stage of the Pun Game has to be timed. The player in the centre removes the blindfold. The other players try to demonstrate the word they have memorized using facial expressions and gestures. Once all the adjectives have been guessed, the player in the centre of the board switches places with another player and the next round follows. The person who can guess all the adjectives in the shortest time wins.

2

### LANGUAGE JUMPER

Before starting the game students prepare a list of nouns. The number of nouns should be at least half of the total number of students taking part in the game. The words may be written on a blackboard, whiteboard, or may be projected by means of an interactive board or presented in form of word cards with the nouns written on separate slips of paper. When the list of nouns is ready, we need to divide students into two groups. Each group in each round appoints one student who becomes a jumper. After that:

- the teacher or any student picks a noun or draws one word card and reads the noun out loud
- representatives of each group listen carefully and when they hear the noun, they try to jump onto the space where they see the adjective which - according to them - may be combined with the given noun
- when a jumper manages to jump and say out loud an adjective, a full phrase or a sentence with the given adjective, a point is awarded to the group (the level of difficulty should be adjusted to the level of students)
- in order to add variety to the task we may introduce additional challenge, namely, once the players have created their phrases or sentences, they may suggest more adjectives which describe a given noun and the number of these adjectives should equal the number on the mat.

3

### HURRY UP! TIME IS RUNNING OUT!

A game played against time. Players stand around the board in a circle. They select a person who will start the game. The selected player moves to the centre of the board. His or her task is to find a space with the colour chosen by the player whose turn it will be next, move to that space and make a sentence with the word that is written there. Each player only has 60 seconds for his or her turn. When the time is up, the next player steps onto the board and tries to complete the challenge given by the next person. The player who can make the most sentences with the colour words within the time limit wins.

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### SURPRISE

At the start of the game, players prepare pieces of paper with plural nouns on them. The pieces of paper are then folded in two (so that the nouns cannot be seen) and put into a container (such as a bucket, cap, bag or anything you have at hand) for drawing lots. There should be at least as many pieces of paper as there are players. The more nouns there are, the longer the game will last. Players draw the pieces of paper, but they do not unfold them just yet. Then they choose a number and some adjectives on the board, stand on the selected spaces and read out the words written on them. They can move around the entire circle. They finally jump into the inner circle and read out the noun from their piece of paper. It is only at this point that it is revealed what word they have been describing while moving round the board. The funnier the combination, the better. The person who has produced the funniest description wins.

5

### THE DIE IS CAST

To play the game we need to have 2 dice. Divide students into 2 or more groups. It may be also played by students working independently or in pairs. An individual student/one in a pair/one member of a group:

- rolls two dice at once
- suggests a noun which may be described by the adjective from the space under a given number on the mat which has been determined separately by a die no.1, a die no.2 and the sum of the two dice
- for example, when a student rolled 3 by means of a die no. 1 and 6 by means of a die no.2, he or she suggests a noun which matches the 2 adjectives from the spaces on the mat corresponding to number 3 („ugly” and „old”), and the 2 adjectives from the spaces below the number „6” („round” and „blue”); after that, the numbers should be added which in this case gives 9 so the third combination will be created by means of „purple” and „long” because those adjectives correspond to spaces under no. 9 on the mat
- depending on the level of students, we may modify the difficulty of the task and ask students to create either single words, phrases or sentences
- if we want to challenge our students we may suggest describing a given noun by means of two adjectives at once, instead of one
- we may also incorporate a form of competition, i.e., in case of competing groups or students in pairs, a teacher or any student rolls 2 dice, and the competitors try to give a noun which matches one or two adjectives corresponding to the numbers on the mat suggested by the dice; the student who does it correctly, receives a point.