

Games created by Slovenian
students of the 7th and 9th
grade

GAME 1

- GUESS THE TIME

PRAVILA IGRE

GUESS THE TIME

1. THE PLAYER PICKS UP A CARD IN FRONT OF YOU AND HE READS THE SENTENCE.

2. YOU HAVE TO FIND OUT WHAT TIME IT'S TOLD.

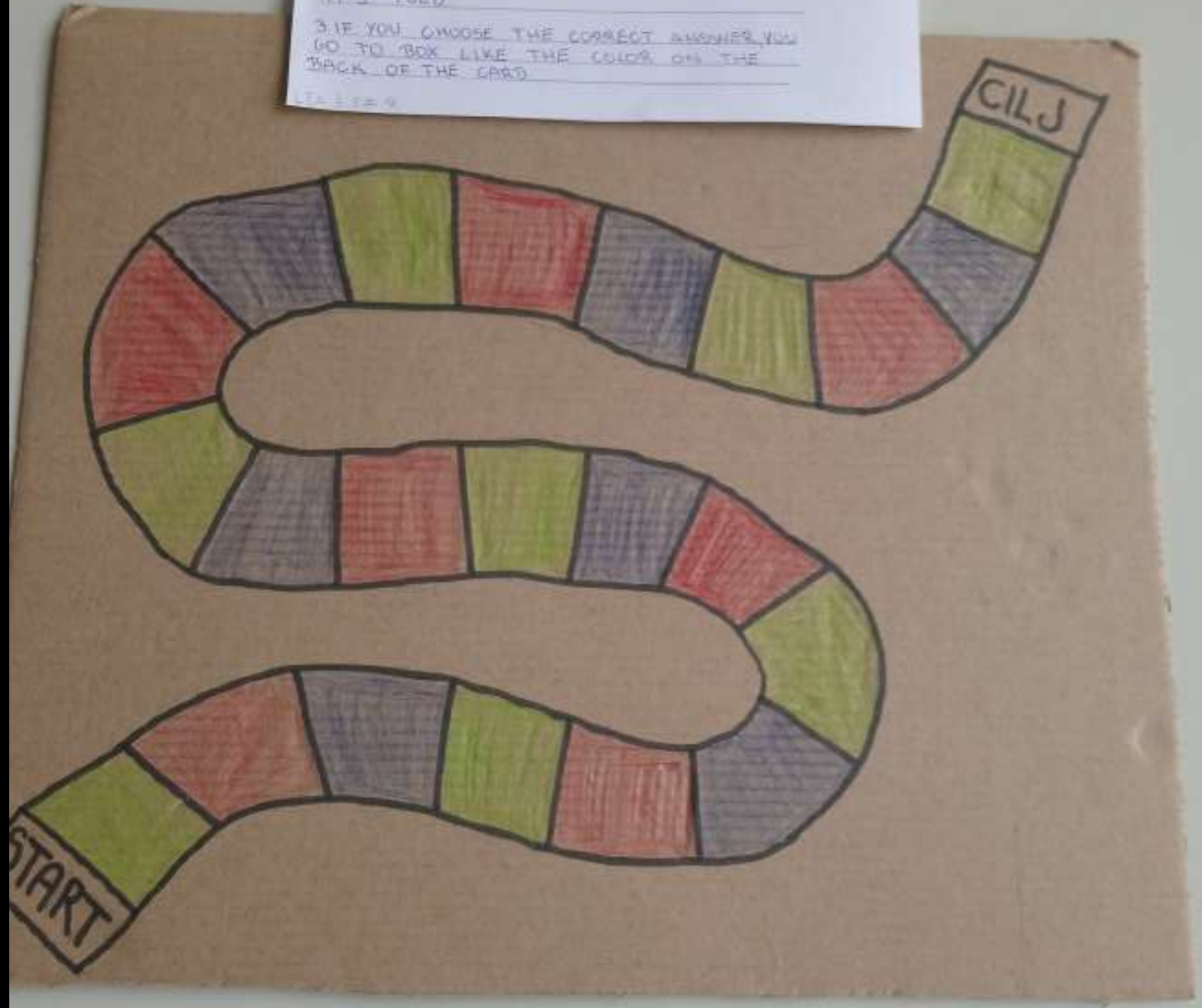
3. IF YOU CHOOSE THE CORRECT ANSWER, YOU GO TO BOX LIKE THE COLOR ON THE BACK OF THE CARD.

LEA Š, EVA R.

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2 YOU HAVE TO FIND OUT WHAT TIME IT'S TOLD.

3 IF YOU CHOOSE THE CORRECT ANSWER YOU GO TO BOX LIKE THE COLOR ON THE BACK OF THE CARD.



PAST

I was worked at night.

I was playing games.

PRESENT

He plays games.

I write a book.

I am playing football.

SENT
FUTURE

GAME 2:

MEMORY FOR PRACTISING THE PASSIVE VOICE

- kartice - cards

Instructions: ^{instruksens}
^{turn}

- you must first ~~take~~ the cards on the wrong side so that the sentences are on the bottom ^{sants}

- the cards are shuffled ^{shufled}

- now we are trying to find the ~~money~~ ^{pairs}

by choosing 2 cards and if you get a couple you keep it

- the winner is the one with the most pairs

Written

⁹ Bread is made from wheat.

⁹ From wheat they make Bread!

¹² He films it at 3pm

¹² At 3pm it is filmed

³ The computer is cleaned by students

³ Students clean the computer



⁵ The ... is polluted ...
⁸ They Brazil grow coffee



⁵ The trail ...
⁵ The trail ...

GAME 3:

MEMORY FOR PRACTISING PAST VERB FORMS

MEMORY

This game can play 2-3 players. Players age is from 3 years on. Which player has the most pairs wins but the one he has the least loses. One player pulls two cards if these are a pair he takes them but if they not a pair he put back. The game ends when all the pairs are found.

LIVE _____ A
_____ WHEN SI _____ A
_____ A
TODAY IS _____

LINDA _____ A
PARTY WHEN HER
PARENTS _____
HOME.

_____ WAS HAVING / CAME

THE CAR _____
INTO A TREE.

CRASHED

_____ THE
WINDOW.

GAME 4:

PRACTISE TENSES

LEARNING

DRINKING

WORKING

SPEAKING

LISTENING

PLAYING

RUNNING

SLEEPING

COOKING

SPEAKING

BACKING

WEARING

MIXING

SENDING

WRITING

WINNING

TELLING

EATING

SWIMMING

START

1. Each player chooses his or her figure.
2. Put them at the start and in turn roll the dice.
3. Each player moves the figure by as many places as the dice shows.
4. There are verb in places and when you look at the verb, you pick up a card from a pile that has a set tense.
5. With that verb and tense you make up the sentence and if you form the sentence correctly (put the verb in the correct form) you keep the card, but if you don't, put it back on the pile.
6. The game ends when the cards run out.
7. The one who has more cards wins.

PAST



GAME 5:

WHAT'S THE TENSE?

Team: Gaspen and Timotej

Name of the game: Move up the path

Items needed: Dice and playing figures

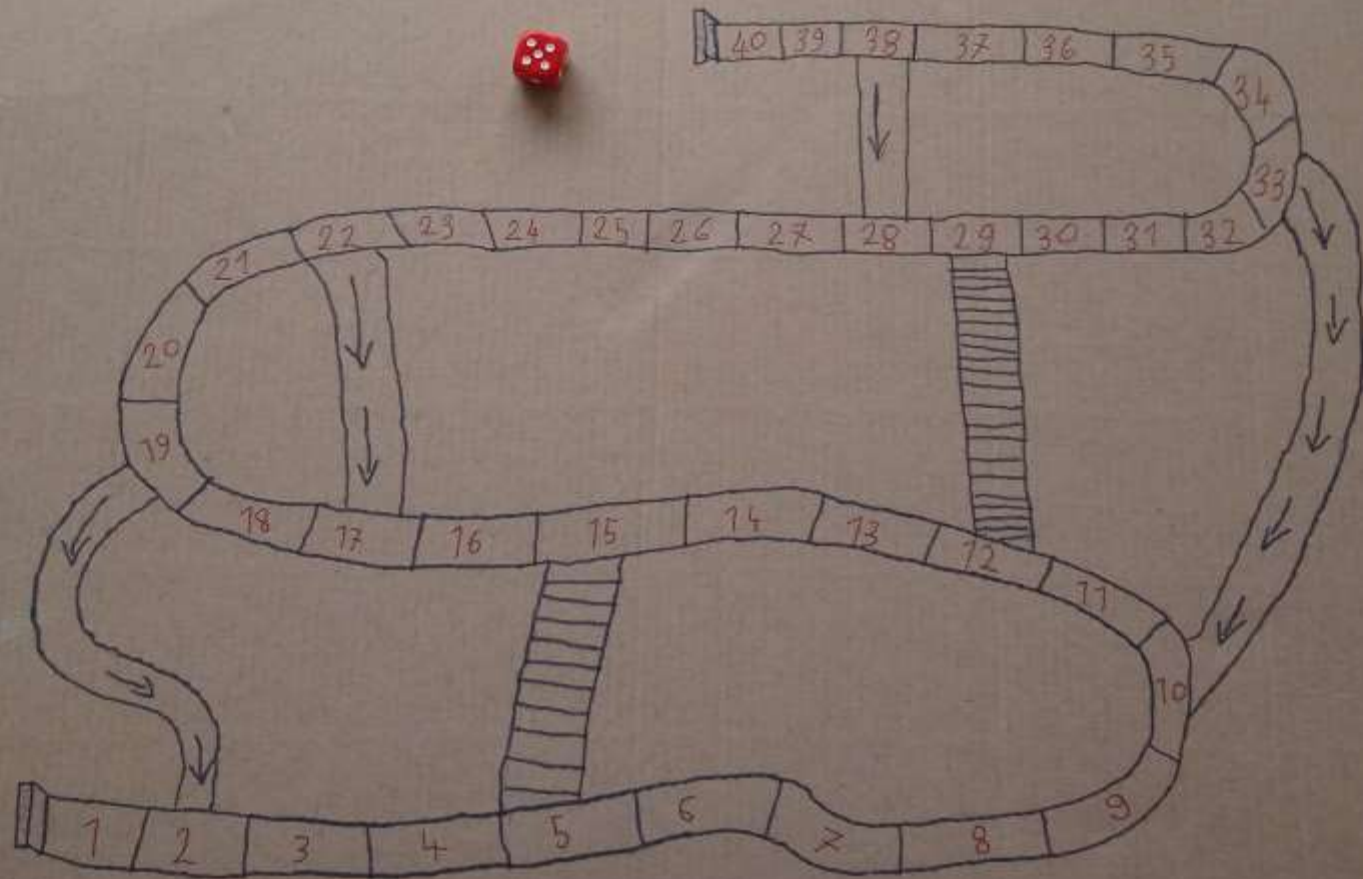
Instructions: You throw the dice and what number it lands on you move that number of fields up that the dice landed on. When you land you have to answer the question right you stay if you answer wrong you move back as many spaces you moved ~~to~~ forward. If you land on the ladder you go up where it leads to, but if you land on the slide you go down where it leads to.



Team: Suspen and Timoty

Name of the game: Race up the path
Items needed: Dice and playing figures

Instructions: You throw the dice and what number it lands on you move that number of spaces that the die landed on. When you land you have to answer the question right you stay, if you answer wrong you move back some spaces you must ~~move~~ forward if you land on the letter you read up where it leads to, but if not you move back some spaces.

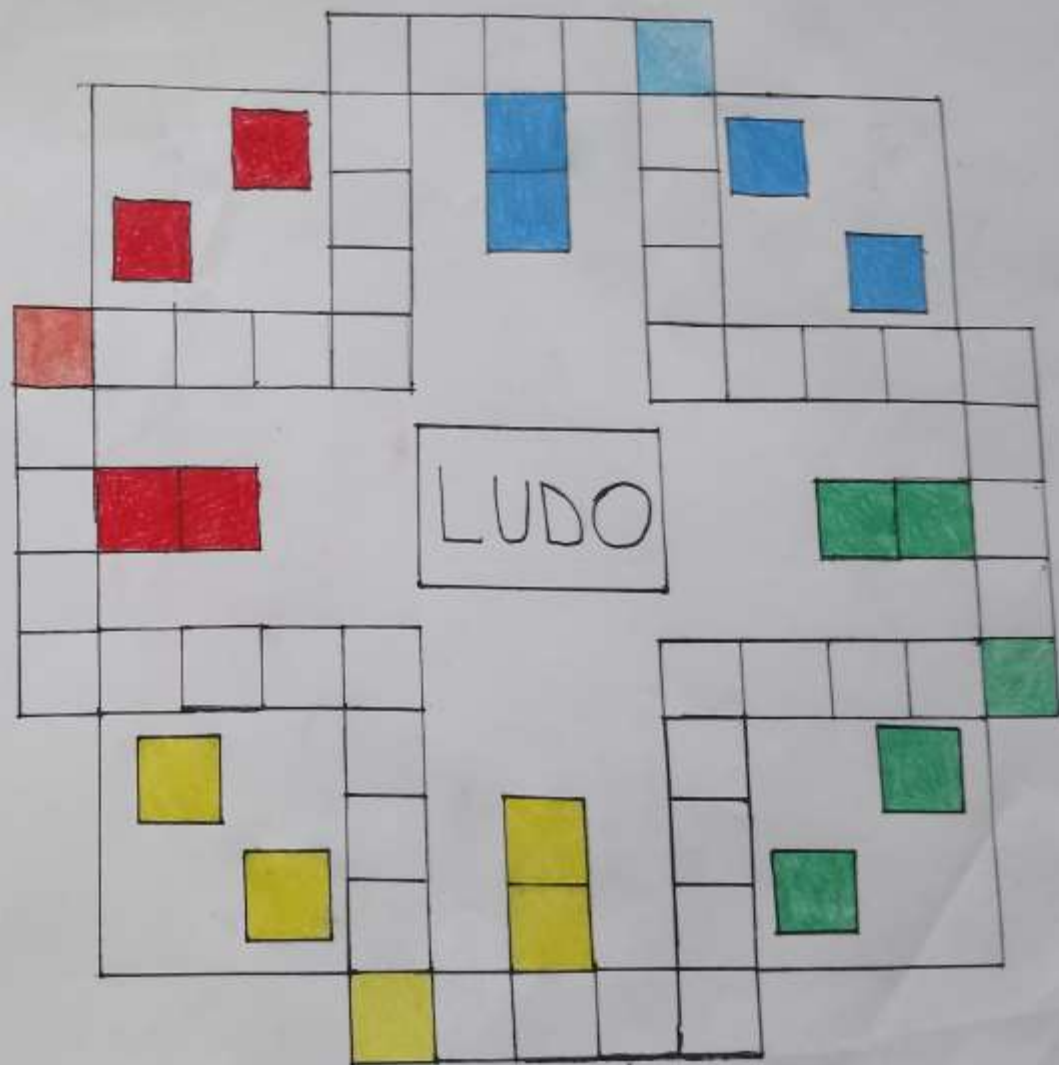


GAME 6:

OUR LUDO

Ludo

7 players can play the game. Players have 2 figures each.
When players throw the dice they have to answer a question that the players next to the player that threw the dice thinks off and asks him. If the player answers wrong he has to stay on the place he was on and the player who gave him the question can gain front so many places as the other player threw the dice but if the player answers right he can go ^{as he threw} ~~into~~ front ^{as he threw} ~~comand~~ ^{the} ~~places~~ ^{dice}.
Everyone has to have whit them two ~~in~~ ^{as he threw} ~~to~~ ^{the} ~~start~~ ^{dice}
figures, fibber, ~~or~~ sharpener...
they have to throw 6 on the dice they can go out of the ~~the~~ starting box
they have to ask questions about time and verbs



GAME 7:

COUNTRYSIDE OR CITY – REVISING
VOCABULARY

Up to 2 players can play.

Turn the cards so you can't see them. Open two cards. If the Slovene and English words match, throw them in one of the 2 pots. You get 1 point for each correct word in the pot . The one who has the most points wins.

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The one who has the most points wins.

CITY		COUNTRY	
VODNIJAK	FOUNTAIN	TRAVNIK	MEADOW
ŽELEZNICE	RAILWAY	GOZDOVI	FORESTS
SEMAFOR	TRAFFIC LIGHTS	KMETIJE	FARMS
BANKOMAT	ATM	VINOGRADI	VINEYARDS
PROMET	TRAFFIC	IGRIŠČE	PLAYGROUND
NEBOTIČNIK	SKYSCRAPERS		
MOST	BRIDGE		

A pile of small white cards with words written on them, scattered on the table. Some visible words include:

- FARMS
- FORESTS
- TRAFFIC LIGHTS
- TRAVNIK
- FOUNTAIN
- KMETIJE
- GOZDOVI
- VINOGRADI
- VINEYARDS
- IGRIŠČE
- PLAYGROUND
- VODNIJAK
- TRAVNIK
- VINOGRADI

GAME 8:

OUR GAME – REVISING VOCABULARY AND
FUTURE FORM „GOING TO“

INSTRUCTIONS FOR GAME

FIND AND CREATE SENTENCES

OUR GAME

First put sentences on a table or on the floor and at the same time too pictures. To every picture add sentence, that you feel is true. When you do that, in sentences orally add future forms verb (am, is, are). This game can play two players. First is one player and later is second player.



I and carla _____ going to go at school.

Gasper _____ going to go at airport.

You and Emma _____ going to go at ice rink.

Peter _____ going to go in park.

You, Simon and Kevin _____ going to go in Paris.

Me and Nicolina _____ going to go at swimming pool.

You _____ going to go at farm.

My mother _____ going to go in funfair.

We _____ going to go at farm.

I _____ going to go a titanic.

INSTRUCTIONS FOR GAME FIND AND CREATE SENTENCES

OUR GAME

First put sentences on a table or on the floor and at the same time too pictures. To every picture add sentence, that you feel is true. When you do that, in sentences orally add future forms: verb (am, is, are). This game can play two players: First is one player and later is second player.

SOLUTION:

- I AM going to go a titanic.
- You ARE going to go at farm.
- You and Emma ARE going to go at ice rink.
- Me and Nicolina ARE going to go at swimming pool.
- Peter IS going to go in park.
- You, Simon and Kevin ARE going to go in Paris.
- My mother IS going to go in funfair.
- I and Carla ARE going to go at school.
- Gasper IS going to go at airport.

GAME 9:

HAPPY TELEPACKI – VOCABULARY FOR
DESCRIBING A TOWN/CITY

HAPPY TELEPACKI

THE GAME MAY PLAY TWO OR MORE PEOPLE.

EVERYBODY THROWS A DICE.

IF IT TELLS A NUMBER SIX, YOU MOVE 6 PLACES AHEAD.

IF IT TELLS A NUMBER FIVE, YOU MOVE 5 PLACES AHEAD...

IF THE PLAYER STOP ON RED COLOUR, ANSWER ON THE QUESTIONS.

IF THE PLAYER'S RESPONSE IS CORRECT, HE REMAINS WHERE HE IS. IF ANSWER IS NOT CORRECT, HE MOVES ONE PLACE BACK.

WHEN THE PLAYER COMES TO THE GOAL, HE WINS AND WAITS FOR THE OTHER TO PLAY.

WHO WINS THIS MATCH, STARTS THE SECOND MATCH.

THE GAME IS NOT RECOMMENDED TO CHILDREN UNDER THREE YEARS.

• WHAT IS THERE TO SEE AND DO?

• WHY IS IT MEANINGFUL TO YOU?

• HOW ARE THE PEOPLE?

• HOW IS THE FOOD?

• WHAT IS THE CITY LIKE?

• IT'S FAMOUS FOR...

• WHAT'S THE WEATHER LIKE?

HAPPY BELLEPACKS!

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• WHAT IS THERE TO SEE AND DO?

• WHY IS IT MEANINGFUL TO YOU?

• HOW ARE THE PEOPLE?

• HOW IS THE FOOD?

• WHAT IS THE CITY LIKE?

• IT'S FAMOUS FOR...

• WHAT'S THE WEATHER LIKE?

START



FINISH

GAME 10:

THE GAME OF LUCK – REVISING THE „GOING TO“
FUTURE FORM

Instructions:

The number of player's isn't limited. The game can play at least 2 people.

Everyone needs to throw the cube and who throws higher number start's first.

If you land at field number 1 then you take a card from bunch 1. Same with field number 2 and field number 3.

If you land at field with painted black then you need to go 2 spots back.

If you land at field painted pink you need to go 2 fields onwards.

If you land at field painted white you are safe there, it's a joker field.

If you land at field painted red then you go at field where you was before.

If you land at field painted green you go 3 fields onwards.

If you land at field painted gold you finish the game because you come at the end.

3
FINISH

He is going to... games today

They are going to... monitor in school

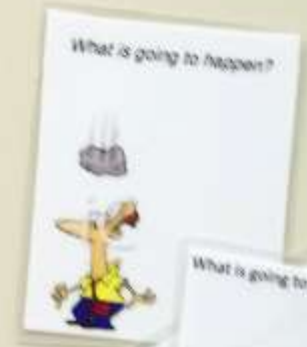
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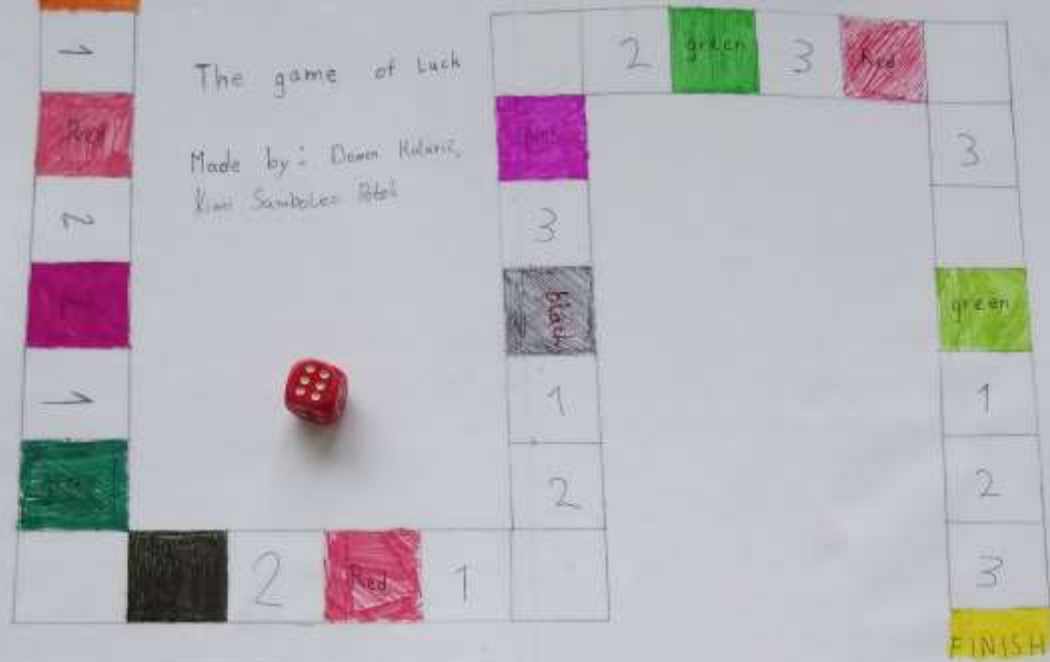
2

We are going to... in classroom

We are going to... even

1





Instructions:

The number of player's isn't limited. The game can play at least 2 people.

Everyone needs to throw the cube and who throws higher number start's first.

If you land at field number 1 then you take a card from bunch 1. Same with field number 2 and field number 3.

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He is going to ... garden today.

They are going to ... number 1 school.

2

2

We are going to ... in skydiver.

We are going to ... swim.

1



GAME 11:

MEMORY FOR REVISING IRREGULAR
PAST TENSE FORMS

MEMORY

This game can play 2-3 players. Players age is from 3 years on. Which player has the most pairs wins but the one he has the least loses. One player pulls two cards if these are a pair he takes them but if they not a pair he put back. The game ends when all the pairs are found.



MEMORY
This game can play 2-3 players. Players age is from 3 years on. Which player has the most pairs wins but the one he has the least loses. One player pulls two cards if there are a pair he thakes them but if they not a pair he put back. The game ends when all the pairs are found.

