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| **TRIVIAL GOOSE GAME** |

1. **DEFINITION**

This trivial game was planned as an activity in relation to our project aimed to achieve the following objectives:

1. To review the knowledge that our children had about the different stories
2. To work on stories in a funny way
3. To develop oral skills and reading comprehension
4. To develop multiple intelligences (linguistic, artistic, interpersonal etc)
5. To attend students with different capacities
6. To integrate pupils from different nationalities
7. To promote traditional stories from different countries
8. To enjoy learning English
9. **WORKING PROCESS**

This game is based in our traditional stories and was created the following working process

* Every country chose a traditional story and made a 8 slides presentation
* Every country wrote three eight questions about their story divided in three categories: Story questions, drama questions and National Culture questions. Moreover, they had to invent an instruction for the game that will be for extra boxes.
* All the stories and questions were posted on e-twinning and sent to all our project participants
* All participants worked on all our stories to learn about them
* Spain as a coordinator country designed the board game using Corel Draw and the cards for the game.
* Both cards and boardgame were sent to all the countries by google docs and published on e-twinning.
* The game was printed to play in Greece where children from different countries played.

**3. PRODUCTS**

* A written document explaining the activity
* A boardgame composed of 54 squares
* 56 cards to play with different types of questions

1. **DISSEMINATION**

* Meeting in our schools
* International meeting in Greece
* E-twinning

<https://twinspace.etwinning.net/26088/home>

1. **GAME INSTRUCTIONS**
2. The aim of this game to finish the game before than the other teams solving different types of questions in relation to different traditional stories from different countries
3. There are 54 questions divided into four categories ( questions about traditional stories, drama challenges about traditional stories, National Culture questions about six different countries (Spain, Greece, Italy, Lithuania, Romania and Turkey) and six intructions boxes
4. This game can be played individually or in pairs
5. Players start the game rolling the dice from the first square and count as many boxes as the dice indicates.
6. If you land on a white box you have to do what it is written
7. If a team answers properly stays in the same box
8. If a team doesn´t answer properly, it goes backwards two steps.
9. The winner team is the team that complete all the game and finishes it before
10. These instruction could be modified according to different ways of playing, number of players etc.
11. **VARIATIONS**
12. If a team doesn´t answer a question has to go backwards more steps
13. We could play with a digital dice on the smartboard or with a big dice made of cardboard
14. The winner team can have a challenge at the end
15. **MATERIALS TO PLAY**

* **Game board**



* **56 cards questions .**

Every card has the flag country and the question at the back and our logo and type of question at the front.



* **Dice**
* **Counters**