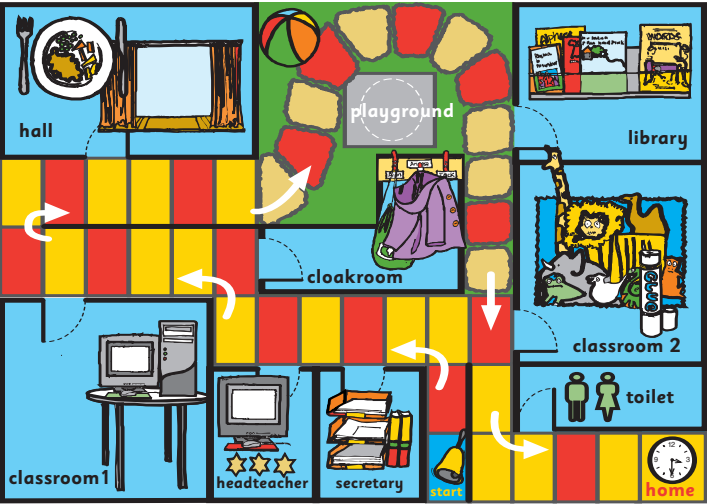


# Going to School Board Game – Teaching Notes



The game is for pupils new to English to familiarise them with some of the language that they will need to use at school.

Areas	Language
Places around the school	hall playground library cloakroom toilets classrooms head teacher’s office secretary’s office
Everyday school items	book glue stick computer PE bag message register display coat good work stickers
School activities	play time fire practice assembly lunch time home time beginning of school day
Positional, direction language	go forward move back move on miss a go?
Turn taking language	Please can I have the dice? Is it my turn? Whose turn is it now? How many have you got? Please can I have a card? How many more do you need? Where are you? What do you see?

## Items to be printed

- 1 4 sheets of A4, this will make up the base of Going to School Board Game.
- 2 3 sheets of A4, each sheet has 9 playing cards, this will make 27 in total.
- 2 sheets of A4, teaching notes.

## How to make it up

- 1 Collect all the sheets of A4 for the base board, you will notice that there should be a border all around the game, you will have to cut some of the borders on the inside. Carefully place the sheets together so that they look like the image of the game above and cut the borders accordingly. One successful suggestion is:

Sheet	Instructions for cutting
hall	cut border on right hand side and at the bottom.
playground and library	only cut the border at the bottom.
classroom 2 and the toilet	cut border on the left hand side.

classroom 1 and headteacher Do not cut!

- 2 Assemble all the pieces together and glue them using the borders left on the inside. You should have a base of the game like the one shown above. It is a good idea to laminate the board game now.
- 3 Laminate the other 3 sheets of A4 – the card instructions, as they are and then cut them up into the card sizes. There should be 27 in total.

*You are now ready to play the game.*

## You will also need:

- A dice
- Counters.

## How to play the game

Teacher/teaching assistant with 2 – 4 children.

Please include children with good command of English who can act as good language models.

- Children choose their counters and place them at **start**.
- The teacher/teaching assistant holds the cards.
- Each child takes it in turn to shake the dice and moves forward the number of squares indicated.
- When a child lands on a **red square** they must take a card.

To do this they must ask the teacher/assistant:

*Please may I have a card?*

The child then reads (with help if necessary) the instruction and follows it.

Their next turn will start from where they landed.

- The winner is the first to reach the home square.

**Remember** – *Please talk with the children about their journey around the board and encourage them to do the same.*

## Follow up activities

- Look at these places in school and ask the children:  
Where are you?  
What do you see?  
What happens here?
- Make a map showing these places in their school.
- Let children talk about their own experiences.
- Use the cards as instructions in the classroom.
- Identify the items in the Going to School Game.  
Going to School Board Game.

### Funded by

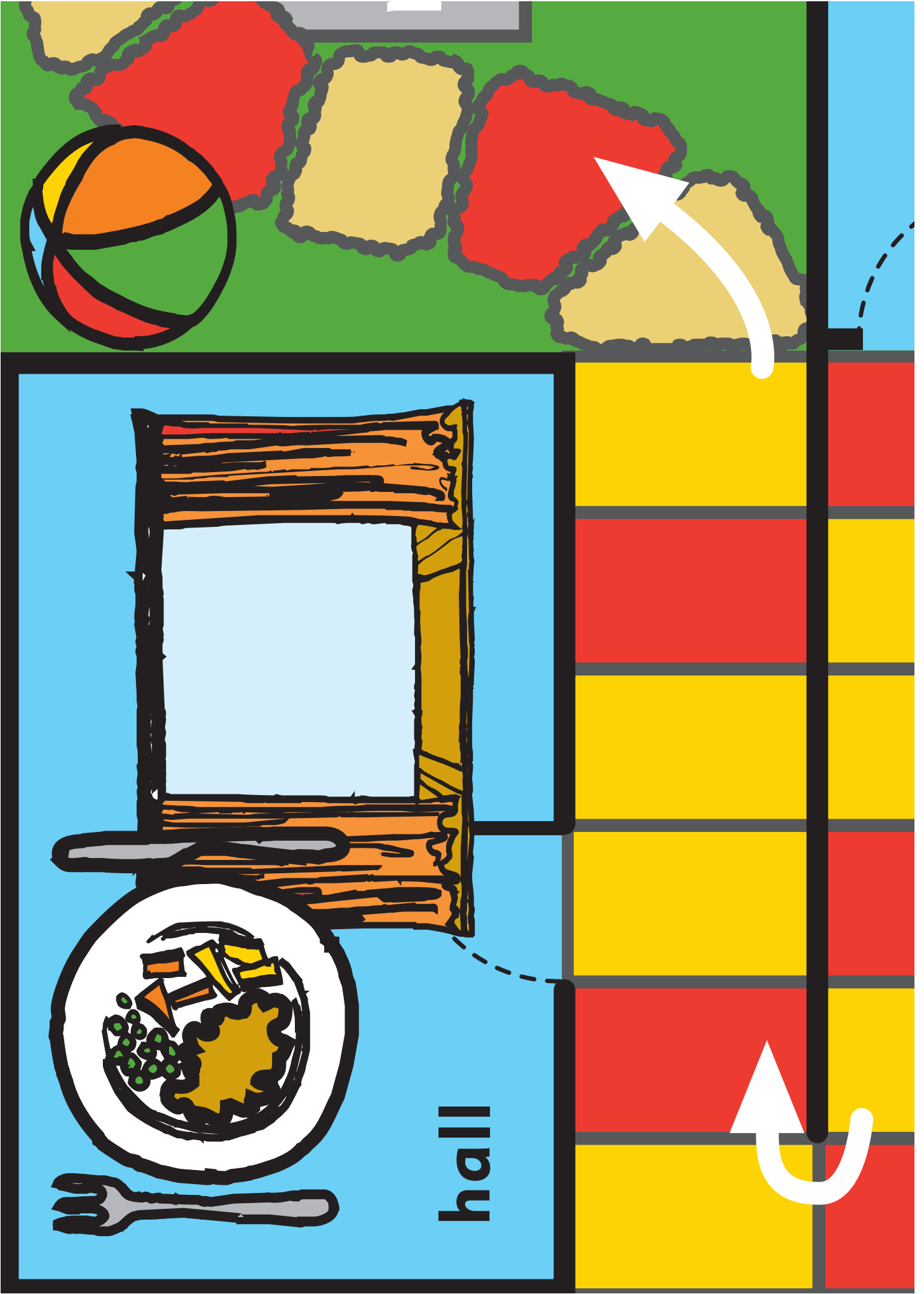


BATH & NORTH EAST SOMERSET



Going to school Game: Judith Longstreth  
Bristol EMAS: May 2004

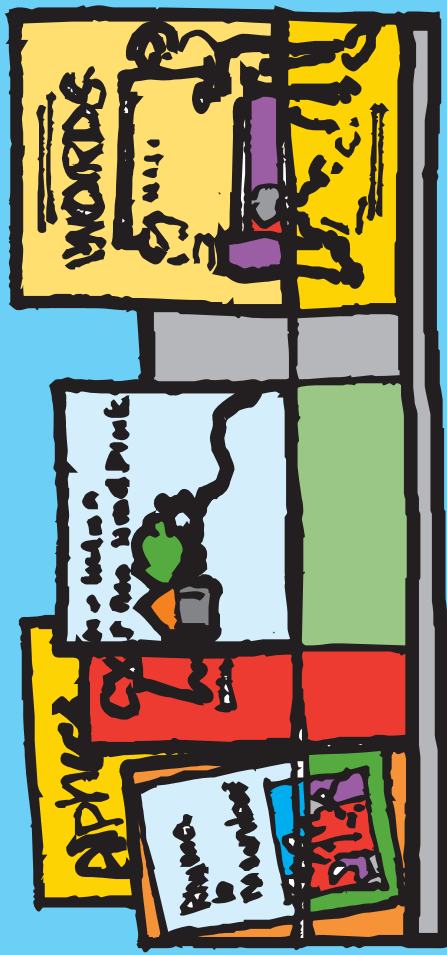
Designed by the Cabinet Office, Corporate Design  
Bristol City Council



hall

playground

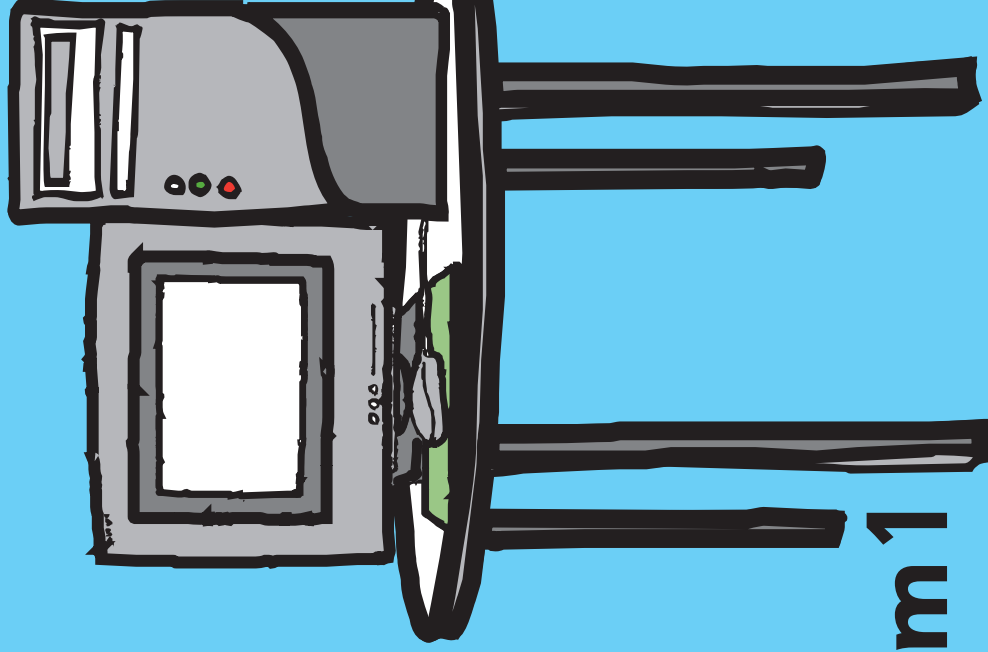
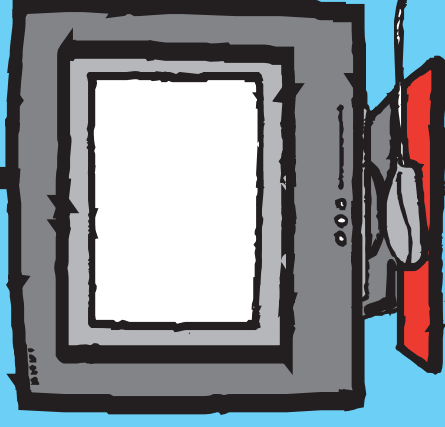
library



cloak

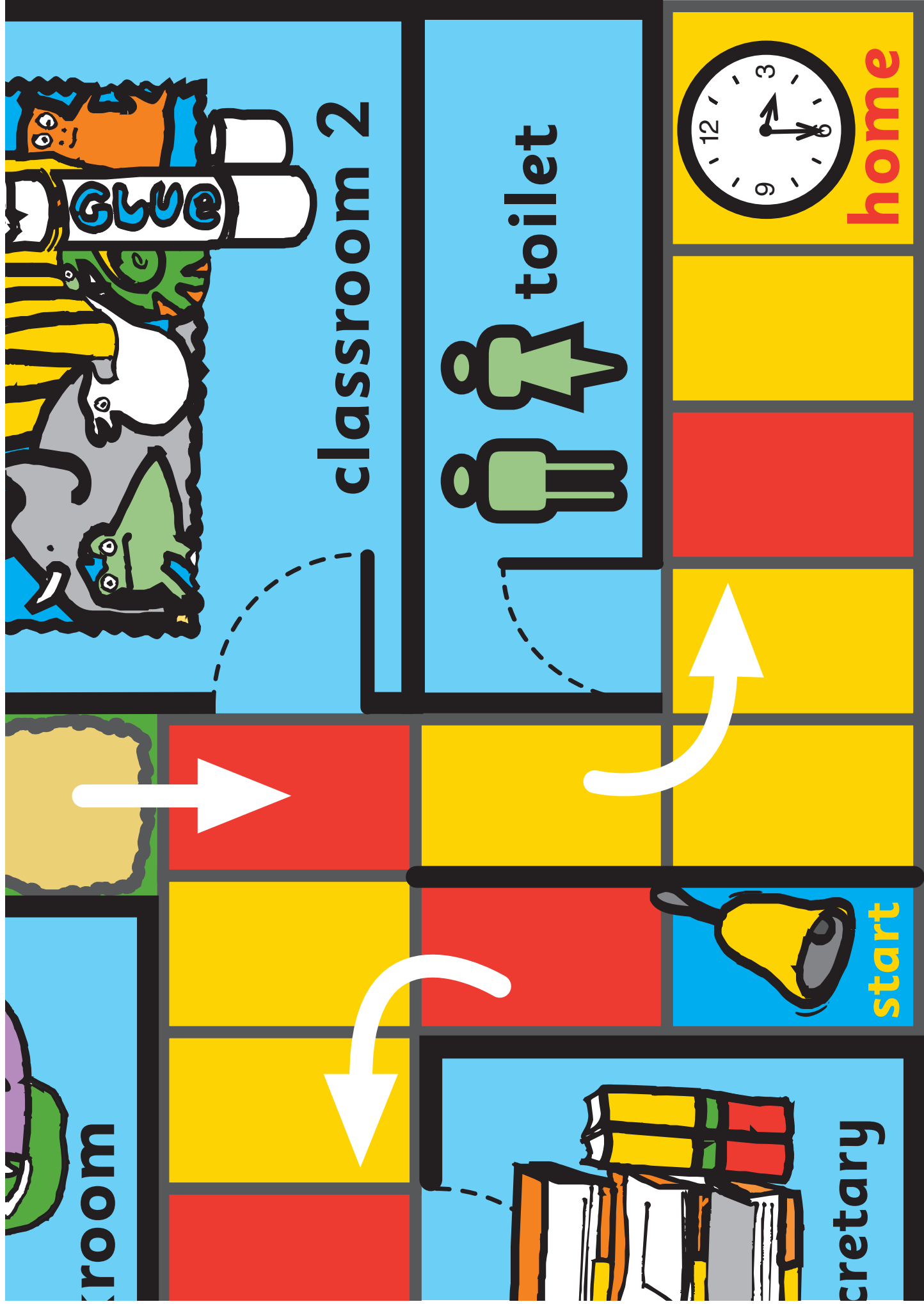
see

headteacher

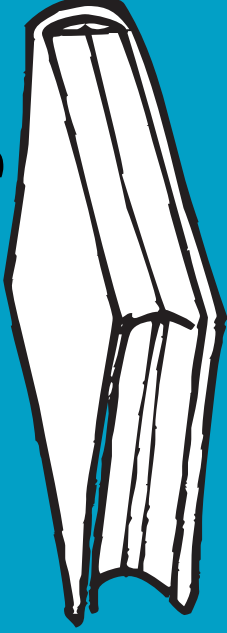


classroom 1





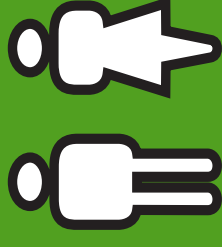
Take a book to  
the library.



Move back  
3 spaces.



Go to the  
toilet.



Go to class  
1 with a  
glue stick.



Move on  
1 space.



Go to the  
headteacher and  
take another  
card.

Go forward 2  
spaces.



Go to class  
2 with a  
message.



Move on  
2 spaces.





**Play in the  
playground.**



**Go and  
hang your  
coat up  
in the cloakroom.**



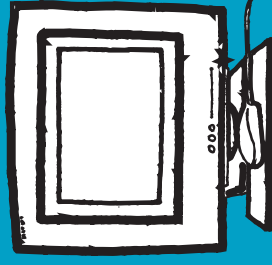
**It is lunchtime.  
Go to the hall.**

**Go to the  
headteacher to  
show your work.**



**Assembly  
time. Go to  
the hall.**

**Go and use the  
computer  
in class 1.**



**Go to class 2 and  
look at their  
display.**



**Move on 3  
spaces.**



**Move back  
4 spaces.**





**Go forward  
3 spaces.**



**Dinner time.  
Go to the hall.**



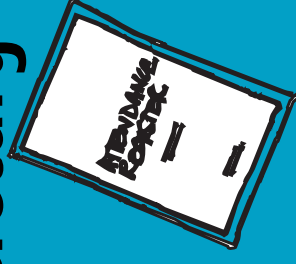
**It is playtime.  
Go to the  
playground.**



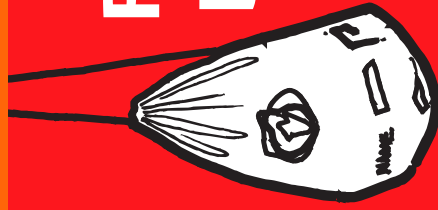
**Fire practice!  
Line up in the  
playground.**



**Take the register  
to the secretary  
then take  
another  
card.**



**Put your PE  
bag in the  
cloakroom.**



**Move back  
5 spaces.**



**Go to  
the library and  
read a book.**

