

GAME INSTRUCTIONS

Objective

Students work together to develop their critical thinking and language skills whilst increasing their vocabulary and general knowledge.

Playing the game

Teams roll a dice to move their counter (sticker) around the board answering questions on different categories. The aim is to collect a lozenge for each of the 5 categories by answering a question when they land on the large space for that category and then return to the centre (Start/Finish). The lozenges are removeable stickers which when won, are stuck in the score section on the poster. The first team to collect all the lozenges and return to the middle is the winner. For shorter games you can play first team to collect 2 or 3 lozenges.

Raise your Pulse!

For an extra fun challenge each team has a Raise Your Pulse! card that they can use 'on' another team when that team is answering a question (except the Collaborate! category). The cards have physical challenges the group/student have/has to carry out in addition to answering the question. E.g., 'Name 5 buildings you can find in a town centre while doing star jumps!' The teacher might choose to keep these for efficient classroom management.

Categories



WORDPLAY

Questions about vocabulary on the various topics of the Student's Book



FIGURE IT OUT!

Questions which develop student's critical thinking (e.g. problem-solving) skills



COLLABORATE!

Students work together to represent various situations as a physical photograph (a frozen image)



LEVEL UP!

Multi-level questions on a range of topics such as literature, geography, science and culture. A correct answer to an easy, medium or hard question gets 1, 2 or 3 moves respectively.



CULTURE VULTURES

Questions to quiz students on culture in English-speaking countries



macmillan
education

THE
NEW
PULSE
CHALLENGE