

## CHINESE CHECKERS

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**Aim:** Help Ss review new vocabulary in context.

**Preparation:** Make one copy of the worksheet for every three Ss.

Bring one die and nine game markers for every group.

**Comment:** Use after the Word Power on page 26.

- Ss work in groups of three. Give each group a worksheet, a die, and nine markers. Teach or review any new vocabulary.
- Model the game with one group. Ss choose a letter, A, B, or C. Ss put their three markers on their respective letters.
- S1 starts. He or she rolls the die and moves the marker the number of spaces indicated on the die. He or she can move the markers in any direction.
- Then S1 uses the word in the space to make a sentence with the word in context. For example, for the word *disaster*, S1 says, “An earthquake is a natural disaster.”
- If the sentence is correct, S1 writes his or her initials in that space and that space cannot be used again. Then S2 takes a turn.
- If Ss land on a space that is already initialed, they miss their turn.
- Remind Ss that they can move the marker in any direction. They can move any one of their three markers, but only one per turn. Also explain that Ss must say the sentences, not write them.
- Remind Ss that the goal of the game is for them to initial as many spaces as possible, not to get to the home spaces.
- The game ends when there are initials on all the spaces. Ss place their markers in the home spaces. Then they count the spaces with their initials. The S with the most spaces wins.

**Acknowledgment:** Idea adapted from *Pronunciation Games* by Mark Hancock, Cambridge University Press.

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