

Fun Learning on
Board Game

with

**SUGAR
HUNT**



Created & illustrated by
Rizki I.S. Nur

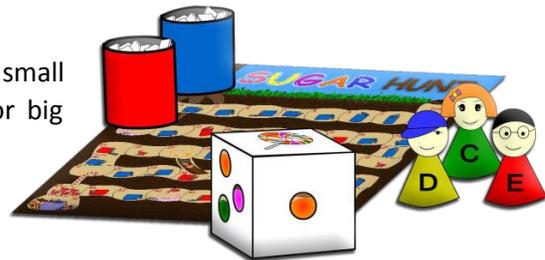
ABOUT SUGAR HUNT

- 🍯 This board game is created and illustrated by Rizki Israeni S. Nur
- 🍯 The game is about collecting candies.
- 🍯 The candies should not be real candies (especially for big class). They can be cards with picture of candy which are provided in this file.
- 🍯 This game is designed for English language learners. However it is also applicable to any subject matter or just to play it for fun (by customizing the questions/tasks).
- 🍯 This game can be played by two to eight players (effectively up to six players).
- 🍯 For any enquiries, please do mention @Riz_Rizki on Twitter or send email to rizki_israeni@ymail.com

TEACHER'S ROLE

Preparation

- 🍯 Besides the board, make sure that the following game kits are prepared:
 - ✓ 1 Sugar Hunt dice
 - ✓ 2 containers to represent Red and Blue Cans
 - ✓ 1 container for candies
 - ✓ Players' Pawns
 - ✓ Some Candies (can be real candies for small group or cards with picture of candy for big class)
 - ✓ The paper-based questions/tasks (which have been rolled/folded)
 - ✓ Sticky note (OPTIONAL)
- 🍯 All game kits are attached in this file (except sticky note). However, for the game questions, teachers are able to customize them based on topic or level of students who are going to play this game.
- 🍯 If the group players are more than one, then teacher should prepare more kits based on how many group will play.



Before Play

- 🍯 Teacher should introduce the game concept (for the first time play) to get students familiar with it by explaining the terms, dice rules and the board game rules.
- 🍯 Teacher then may divide the students into several groups (5 to 8 students per group).
- 🍯 If class is too large, they may work in pairs per player. Thus the class can be divided into 10 to 14 students per group. So during the game, the pairs can help each other in answering the questions or by using the recommended pair/team questions (attached).

During Play

- 🍯 During the game, the teacher should circulate among the groups.
- 🍯 The students may ask for help about the questions that they may not understand.
- 🍯 In case if they run out of candy/card candy, teachers should pass them alternative cards (such as paper cut into several parts, then draw circle as picture of candy, or any existing kits).
- 🍯 If one group finishes earlier than others, teacher may ask them to replay the game using one of the recommended themes or by having them to discuss the questions topic or another easy task.

After Play

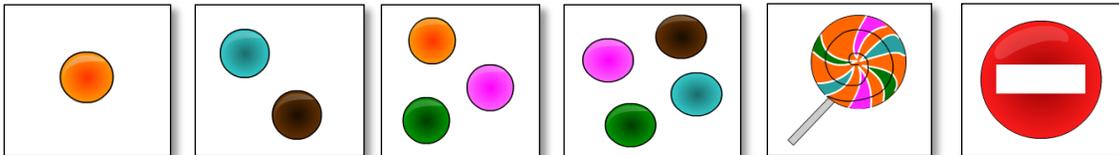
- 🍯 Teachers should record all students' candies they have collected.
- 🍯 The number of candies that students have collected can be converted to their score.
- 🍯 Teacher may accumulate the winner's candies from each group and see which group has the most candies.
- 🍯 If the classroom have PC and LCD projector facilities, and still have enough time, teacher may do the final round by having all the winners from each group to play and represent their group by using one of the recommended pair/team game variations. They can use 'sticky note' with alphabet written on it to mark the player's pawn.

STUDENTS' ROLE

Students should understand the following rules:

DICE RULES

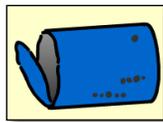
- 🍯 Each turn is one time roll **with exception**
- 🍯 The dice consist of 1 to 4 steps only. Like typical dice rule, the player should step forward accordingly.



- 🍯 The dice side with Lollipop, allows player to choose any step she/he wants (1 to 4 steps).
- 🍯 The dice side with 'No Access' sign requires the player to step backward, and to know how many step should do, she/he should roll the dice one more time (this is **the exception**). If the player gets the lollipop side, then she/he is able to choose any backward-steps (1 to 4 steps).

BOARD RULES

- 🍬 The objective of this game is to collect candies as many as possible.
- 🍬 The player who collects the most candies after reaching tunnel No.50 wins.
- 🍬 Each tunnel with **can** has question/task to answer/do.
- 🍬 The following are all figures and its role in the tunnel:



REWARD CANDY

A tunnel with Blue Can has question to answer. If the player answers the question correctly, he/she will get candy(s). And if her/his answer is incorrect, she or he will not get anything.



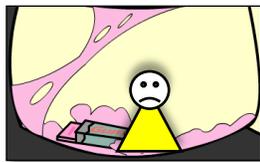
LOSE CANDY

A tunnel with Red Can has question to answer as well, however if the player's answer is incorrect, she/or she will lose one of her/his candy. And if her/his answer correct, she/he will not get any candy.



ANT

If the player stops in the tunnel with ant(s), she/he will lose her/his candy(s), based on how many ants in that tunnel: If the tunnel contains one ant, means the player loses one of her/his candies; if the tunnel contains two ants, means the player loses two of her/his candies, and so on.



GUMMY TUNNEL

If the player stops in the tunnel with chewing gum (this is slow tunnel: means player cling to the gummy tunnel and it takes time to move to next tunnel), thus he/she loses one turn to roll the dice.

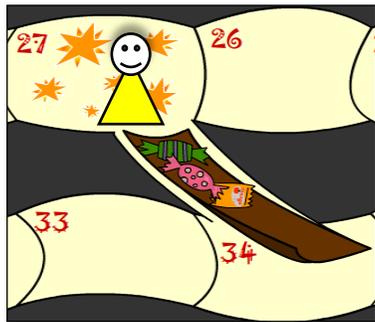


TWIN TUNNEL

🍬 If the player stops in the tunnel with **top** stick candy stuck in between, she/he must choose whether to go down but will lose her/his candies based-on how many ants in that tunnel, or to stay at the current tunnel.

🍬 If the player stops in the tunnel with **bottom** stick candy stuck in between, she/he must choose whether to go up without losing her/his candies (based-on how many ants in that tunnel), or to stay at the current tunnel but have to lose her/his candies.





CHOCO SLIDE TUNNEL

If the player stops in the tunnel with stars & chocolate slide, she/he can choose whether to slide down to tunnel No.34 and earn 3 candies or stay in tunnel No.27 to get more changes collecting more candies.

However, if the player stops in tunnel No.34, she/he **should not** go back to tunnel No.27.

THE SWEATEST TUNNEL

This is the end of the tunnels. Whoever reaches this tunnel will earn 5 extra candies. However the first player arrives does not mean that he/she is the winner of this game. Thus all players should pass this tunnel to see who has the most candies, wins instead.

If it takes too long to wait until all players reach tunnel No.50, teacher may set timer (example: 15 minutes remain). Thus when the time is up, the game is over. And let all players count his and her candies and see who has the most and wins the game.



TASKS in the CANS

- Each question/task in Blue Can has its own number rewards from 1 to 3 candies. But 3 candies reward will be rarely found in the can.
- Each Question/task in Red Can has only 1 candy to lose. Thus when the player cannot answer the question correctly, she/he loses 1 of her/his candies.
- For more challenging task, teacher may give limited time to answer the question. For example: after opening the paper task, the other players start counting 1 to 10. If no answer yet after 10 seconds, then she/he loses her/his candy (for red can) or not get any reward (for blue can).
- The following are the default themes. Teacher may choose one of them for one game round for the first time play to prevent confusion among students. Once students get used to it, then teacher may combine the themes in one game round.

Chocobularies

This theme is about guessing word/phrase according to the clue given. For example:

D _ _ I _ _ I

Who am I?
People come to me if they have
problem with their teeth.

◎◎

Number
Of rewards

_ A _ E _

What am I?
I am the thing that you are holding
right now.

Creamy Grammar

This theme is about grammatical task. For example:

Jenny ____ to the supermarket yesterday.

go gone went goed



Nina, Tony and Luna is my classmates

TRUE or FALSE?

Jelly Twist

This theme is about naming things/people. For example:

Name five things that you can find in the kitchen!



Name three occupations that you can find at the hospital!

Caramel Popcorn

- This theme is about movies/TV shows.
- It is more to speaking practice in one to three sentences.
- The correct or incorrect answer is based on other players' satisfaction.
- The main questions for this task are:
 - Which character you wish to become in "this movie/TV shows"? And what would you do if you were him/her?; or
 - Which character/things you wish to have in "this movie/TV shows"? And why?

For example:

Question B

"DESPICABLE ME"



I wish I could have minions in my house, because they are funny and could help cleaning my room.

If I were Harry, I would fly to school by my Firebolt.

Question A

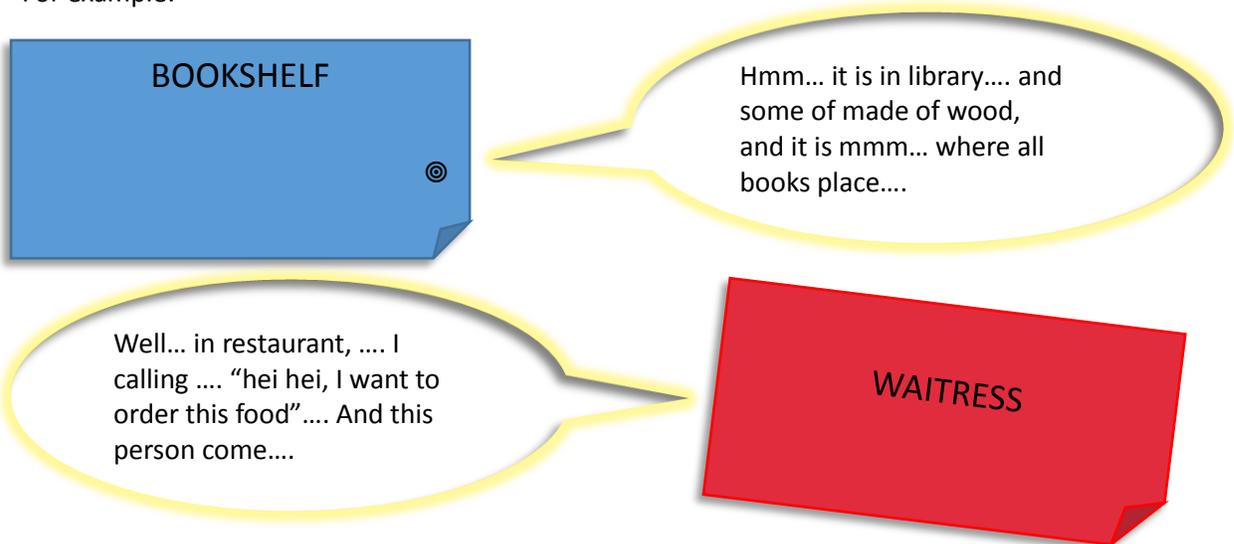
"HARRY POTTER"

TASK Variations for Pair / Team

Variation 1

- 📌 For pair/team game round, one of the team members should take one task in the can then give their team clue using his/her own words.
- 📌 The answer has been written on the task paper, so the player task is to give their team clue, so that they can answer it.
- 📌 Teacher may give them one to three attempt for answering the clue, thus the pair/team still have change to lose candy (for red can) or do not get any (for blue can).

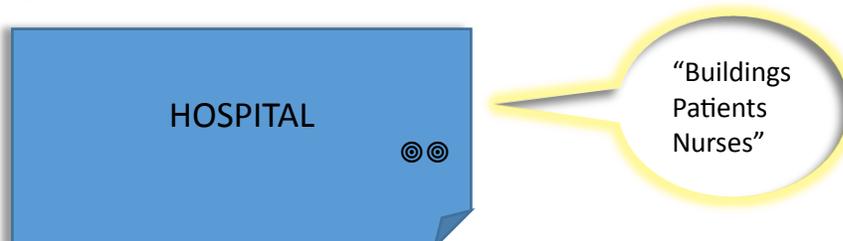
For example:



Variation 2

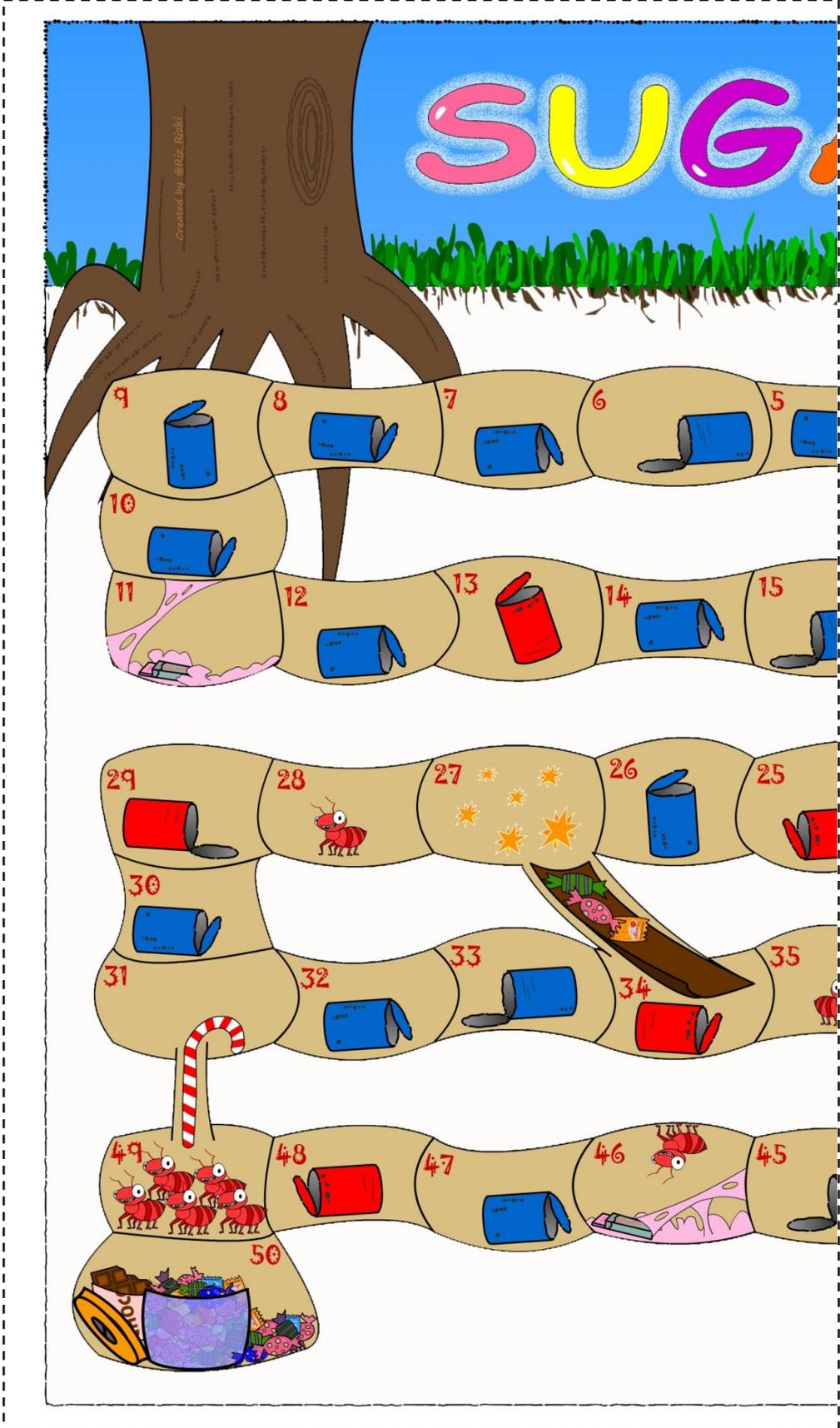
- 📌 Similar to variation 1 with only one word/phase on paper and represented by one student to help their team answering it.
- 📌 Teacher also may give them certain attempt to answer it by let them to have a quick discussion then decide the answer
- 📌 However, the player who holds task paper can only name three things related to the word written on it.

For Example:



SUGAR HUNT Kits

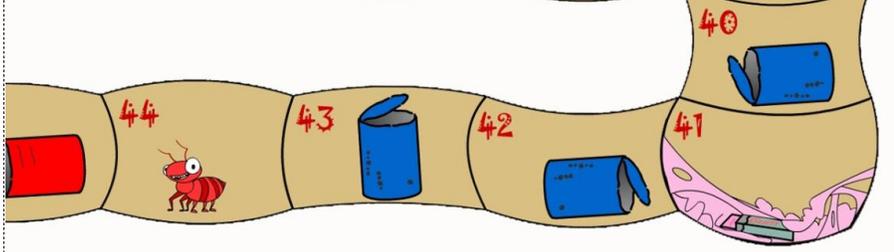
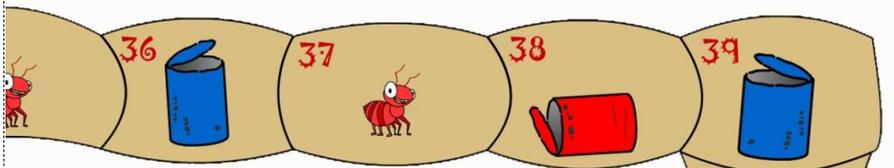
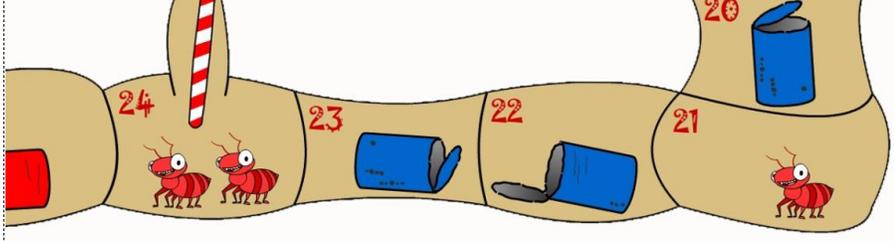
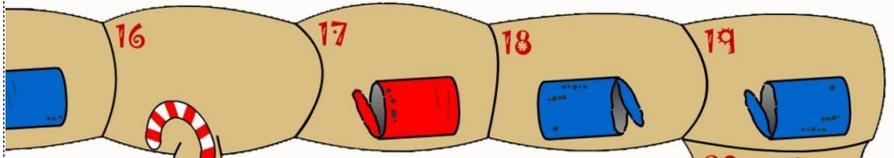
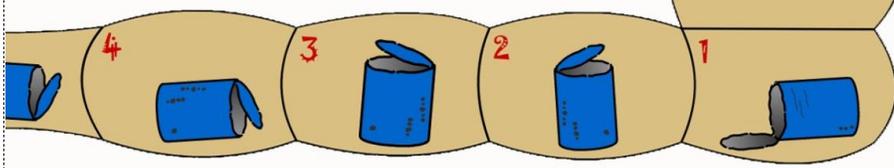
SUGAR HUNT BOARD Side A



AR HUNT



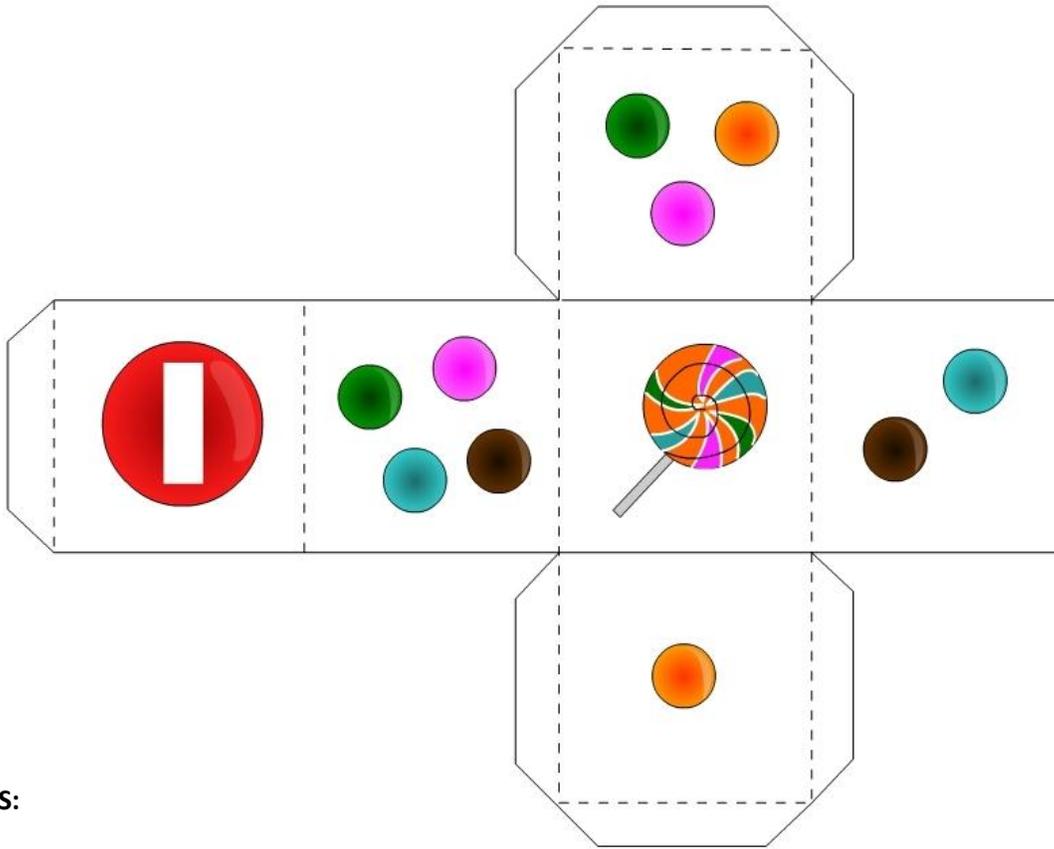
START



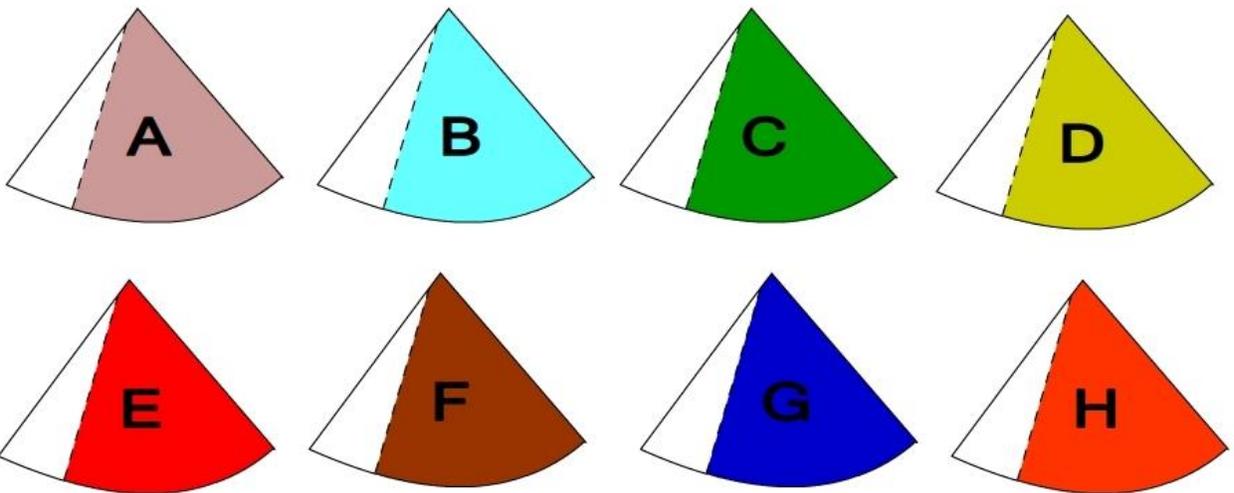
Paste Here

SUGAR HUNT BOARD Side B

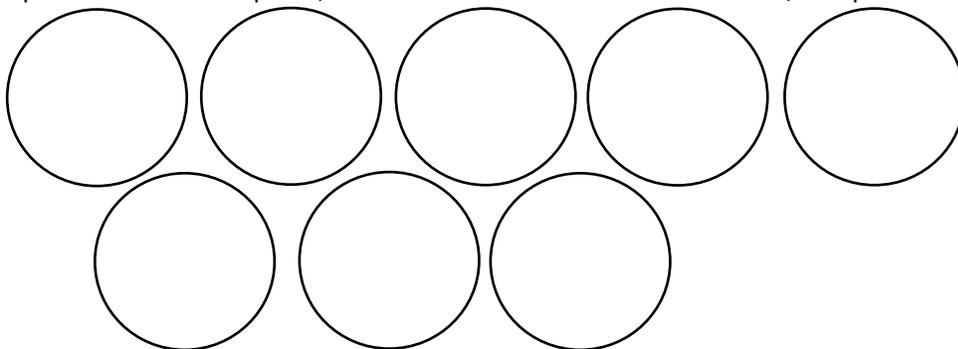
DICE:



PAWNS:



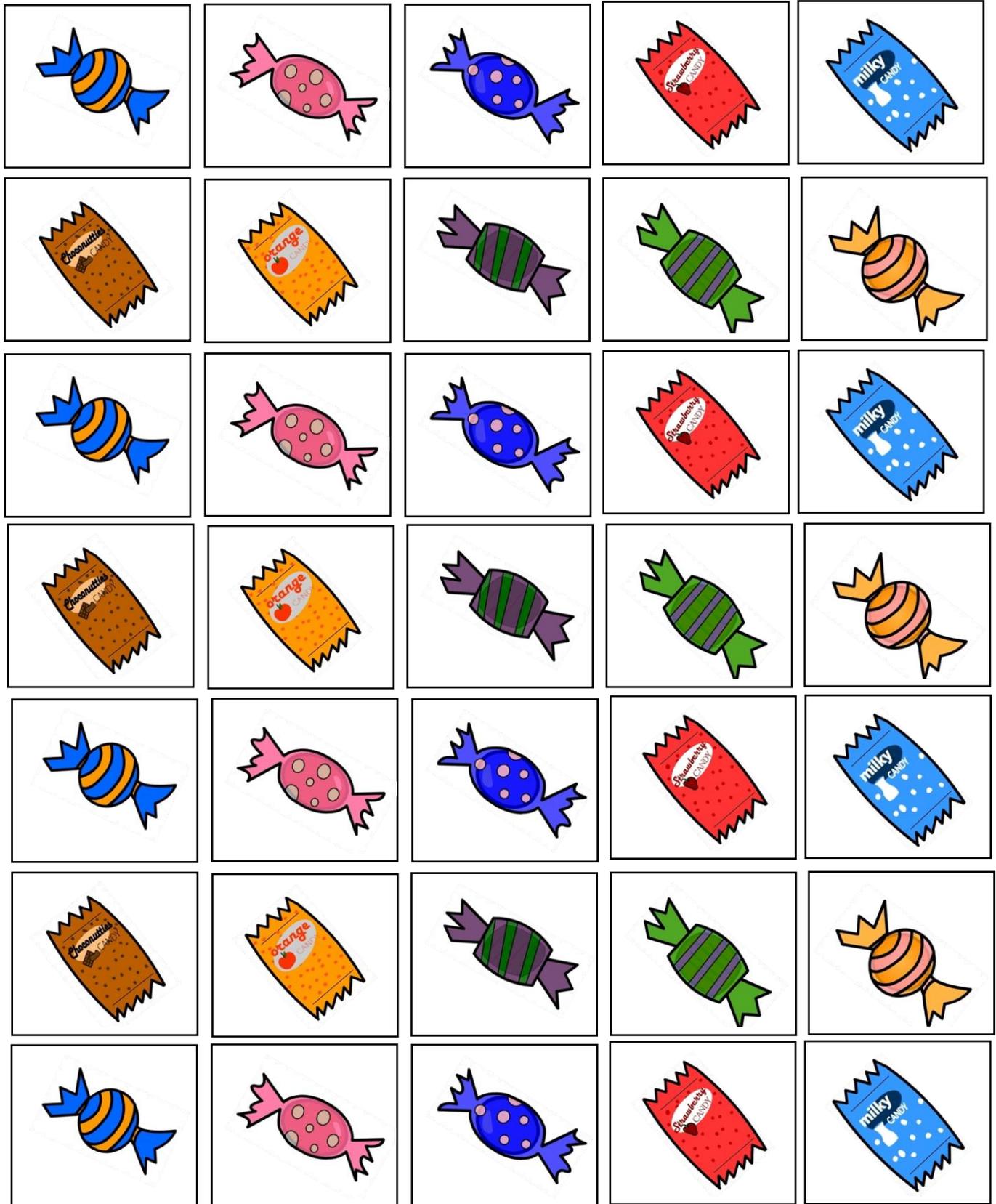
Optional: for funnier pawn, have the students draw their own face, and paste it on the top of their pawn.



For example:

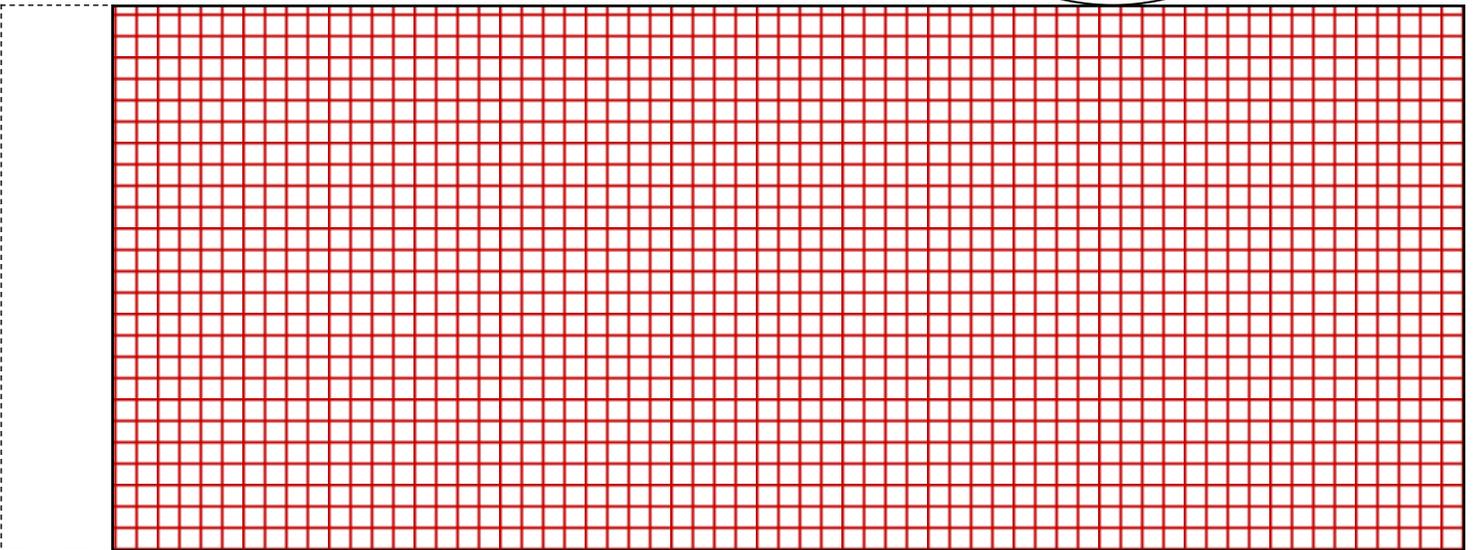
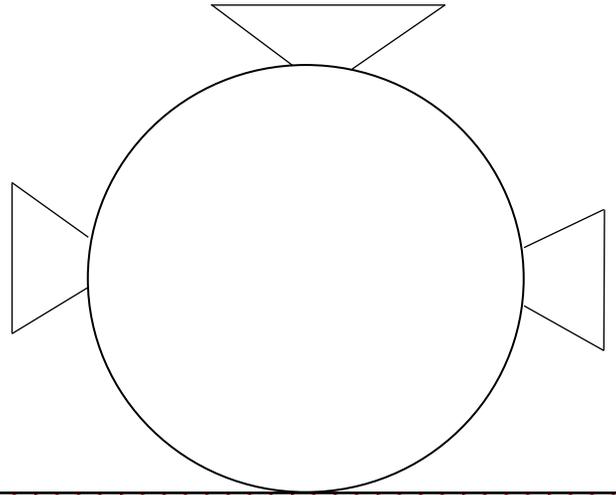
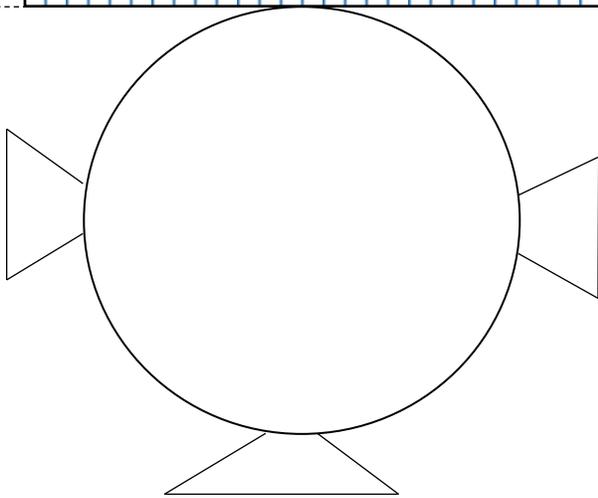
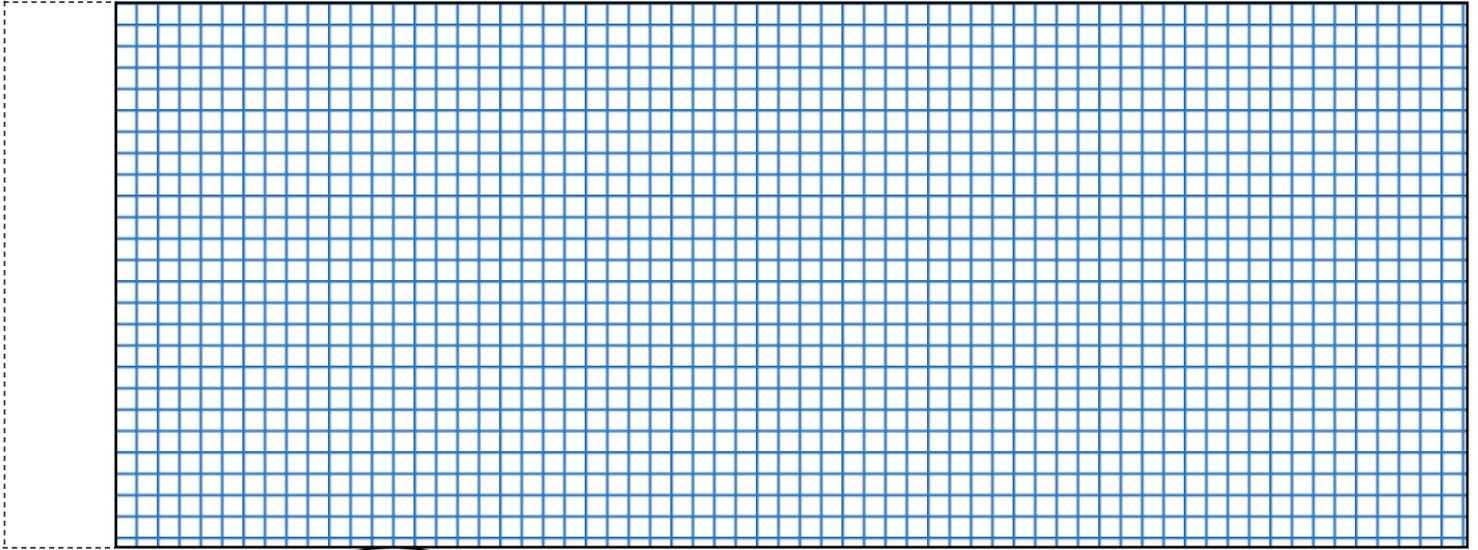


CANDY CARDS:

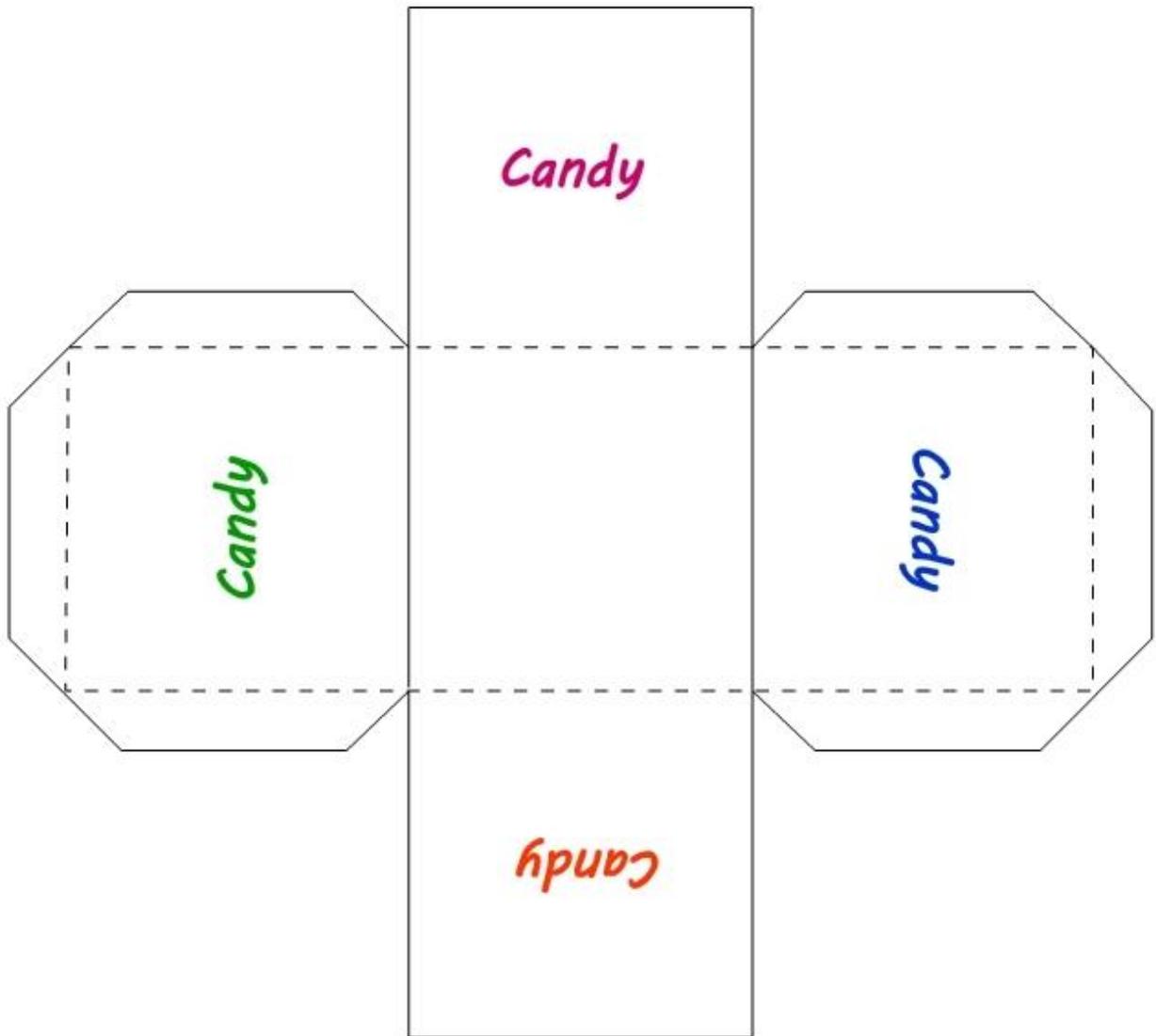


NB: The teacher may need to print more pages for these candy cards, however teacher may also use alternative existing kits to represent the candies, such as marbles, toothpicks, etc.

BLUE & RED CANS:



CANDY BOX:



NB: If either candy box or cans are too small, teacher may use any existing real container.

THE TASKS IN THE CANS

The following are several questions for *Chocobularies* theme:

Questions for Blue Can		Questions for Red Can	
<p><u>A</u> _ _ _ <u>L</u> _ _ <u>E</u> What am I? I am the most popular transportation for travelling overseas. ⊙⊙</p>	<p>_ <u>A</u> _ _ What am I? Curly, straight, blonde. Those are types of me. ⊙</p>	<p><u>L</u> _ <u>A</u> _ What am I? My color is mostly green and I grow on tree. ⊙⊙⊙</p>	<p><u>B</u> _ _ <u>C</u> _ What am I? People like sitting on me and you can easily find me in the park. ⊙⊙⊙</p>
<p>_ <u>L</u> _ <u>R</u> _ What am I? People like setting me before they sleep, but they hate me when I wake them up. ⊙</p>	<p>_ <u>E</u> _ _ <u>H</u> _ _ Who am I? I am here, in this classroom and watching you playing this game. ⊙⊙</p>	<p>_ <u>E</u> _ <u>C</u> _ _ What am I? I hate sharpener, because it makes me shorter. ⊙⊙</p>	<p>_ _ <u>S</u> _ What am I? I am testy and juicy. But watch out for my tiny and sharp bone when eating me. ⊙⊙</p>
<p>_ <u>I</u> _ <u>Y</u> _ <u>L</u> _ What am I? I mostly have two wheels, and you don't need gasoline to drive me. ⊙</p>	<p>_ _ _ <u>S</u> What am I? I am small balls embedded in your face. You use me to read this task. ⊙⊙</p>	<p>_ _ <u>B</u> _ <u>E</u> _ _ <u>A</u> What am I? You might need me to walk outside when it is rain. ⊙</p>	<p>_ _ <u>L</u> _ <u>O</u> _ What am I? I am one of the most comfortable things on your bed. ⊙</p>
<p>_ <u>E</u> _ What am I? Chicken is one of the animals that produce me. ⊙</p>	<p>_ _ <u>T</u> _ _ <u>E</u> What am I? Syrup, drinks, and sauce are mostly found inside me. ⊙⊙</p>	<p>_ _ _ <u>F</u> _ What am I? I am the sharpest thing that you can find in the kitchen. ⊙</p>	<p>_ _ <u>O</u> _ What am I? I am part of your house that you and other people always knock on. ⊙</p>
<p>_ <u>R</u> _ _ _ _ <u>P</u> _ _ Who am I? I am the head of this school. ⊙</p>	<p>_ <u>O</u> _ _ <u>E</u> What am I? I am either cute animal or part of computer. ⊙⊙</p>	<p>_ _ <u>O</u> _ <u>M</u> What am I? I still do not get it, why witches drive me to fly. ⊙⊙⊙</p>	<p><u>C</u> _ <u>M</u> _ What I am? I can make you hair looks neat. ⊙</p>
<p>_ _ _ <u>E</u> _ <u>L</u> _ What am I? I am a glowing insect that make dark night looks more beautiful. ⊙</p>	<p><u>A</u> _ <u>T</u> _ _ <u>N</u> _ _ _ Who am I? Some kids are dreaming to be me and imagining flying to the moon. ⊙⊙</p>	<p>_ _ <u>R</u> <u>R</u> _ _ What am I? If you want to see your reflection, come and see me. ⊙</p>	<p><u>C</u> _ _ _ <u>L</u> _ What am I? All I need is fire to light me up to enlighten the dark. ⊙</p>

Key answers: AIRPLANE, HAIR, LEAF, BENCH, ALARM, TEACHER, PENCIL, FISH, BICYCLE, EYES, UMBRELLA, PILLOW, EGG, BOTTLE, KNIFE, WINDOW, PRINCIPAL, MOUSE, BROOM, COMB, FIREFLIES, ASTRONOUT, MIRROR, CANDLE.

More questions for *Chocobularies* theme:

<p>__O__ What am I? I am part of your house. Without me, all things in your house will be wet if it is rain. ◎◎</p>	<p>_U_E_ What am I? You might need me if you want to draw straight line. ◎</p>	<p>E__S__ What am I? People need me when they want to correct their writing. ◎◎</p>	<p>T__E_ What am I? Your body might not be dry when you do not use me after taking shower.</p>
<p>B_A_K__ What am I? People grab me to cover and warm their body when they about to sleep. ◎</p>	<p>__N__T Who am I? If you want to have healthy teeth, come and see me at least twice a year. ◎◎</p>	<p>__A_S What are we? We are mostly green and grow widely on the lawn. ◎◎</p>	<p>_O__ What am I? Without me, your skin might not be clean when taking a shower/bath.</p>
<p>_A__R__E What am I? I am mostly made of wood. People store their clothes in me. ◎◎</p>	<p>G____ What am I? You need me when you want to paste paper on thing. ◎</p>	<p>_O__T__ What am I? French fries are made of me. ◎</p>	<p>__A__E__ What am I? I am an animal that produce web.</p>
<p>R__B__R What am I? I am an elastic thing that most girls use me for their hair. ◎</p>	<p>__C__B__ What am I? I am one of the slices between burger buns. My skin is mostly green. ◎</p>	<p>P____ What am I? I can be usually found in the park with water and fish in it. ◎</p>	<p>_O__K What am I? I am a spoon mate.</p>
<p>_O__ What am I? I am a small animal lives underground, trees or in bad food ◎</p>	<p>_K__T What am I? I am one of the female outfits. ◎◎</p>	<p>_A__E__ What am I? I am one of tools, and my job is to hit the nails. ◎◎</p>	<p>__L__E__ Who am I? One of my duties is to arrest the criminals.</p>
<p>K____ What am I? I used to be a popular outdoor kids play with special string to drive me to fly. ◎◎◎</p>	<p>_E__ What am I? I am a home for birds. I usually made of twigs or grass and located on tree or roof. ◎◎</p>	<p>B__D__E What am I? People construct me to connect one side to another. ◎◎</p>	<p>__W__A__E__ What am I? I am mostly published daily with actual news.</p>

Key answers: ROOF, RULER, ERASER, TOWEL, BLANKET, GRASS, SOAP, NEWSPAPER, GLUE, POTATO, SPIDER, RUBBER, WORM, POND, FORK, WORM, SKIRT, HAMMER, POLICE, KITE, NEST, BRIDGE, NEWSPAPER.

For the rest themes and variations, teachers may create some relevant tasks/questions for their own students using the template below.

⊙ ⊙	⊙	⊙ ⊙	
⊙	⊙ ⊙	⊙ ⊙	
⊙	⊙ ⊙ ⊙	⊙	
⊙	⊙ ⊙	⊙	
⊙	⊙ ⊙	⊙ ⊙ ⊙	
⊙	⊙	⊙ ⊙	