

1. Wonderland Board Game

Creator: Uyanga Enkhtaivan

Country: Mongolia

Directions:

To play this game, you will need numbered dice and laminated cards that you can write on with a white board marker. On the backs of the cards write the vocabulary you are teaching. If students are learning verbs, put verbs. If they are learning nouns/adjectives/adverbs or any other kind of word you can put those on the cards. You can also have pre-made cards with vocabulary already written on them. Sometimes it is best to have a set of pre-made “verb cards”.

There are multiple ways of using this board-game. You simply have to be creative with what you are teaching. Depending on the level of your students, you can make the board game rules easy or difficult.

Each shape on the board-game (square, heart, ger, leaf, and triangle) should be assigned a “grammatical task”.

Example 1:

Shape	Tense
Squares	Future Simple
Hearts	Past Simple
Gers	Present Perfect
Leaves	Past Continuous
Triangle	Future Continuous

In this example, students would have to conjugate the verb they choose from the word cards depending on the shape they land on (e.g. Square → Run → “I will run, tomorrow.”).

Example 2:

Shape	Word Type
Squares	Nouns
Hearts	Adjectives
Gers	Verbs
Leaves	Prepositions
Triangle	Adverbs/Superlatives

In this example, students would have to translate the Mongolian word into English depending on the shape they land on (e.g. Square → Хэлний аялгуу → “Dialect”)

Students can be divided into groups, or remain single, when playing this game. * It depends on the size of the class. During a students’ turn, they should only roll the dice once. Then they should choose a card, and follow the “grammatical task” assigned to the shape. The first to the “finish box” wins the game.

