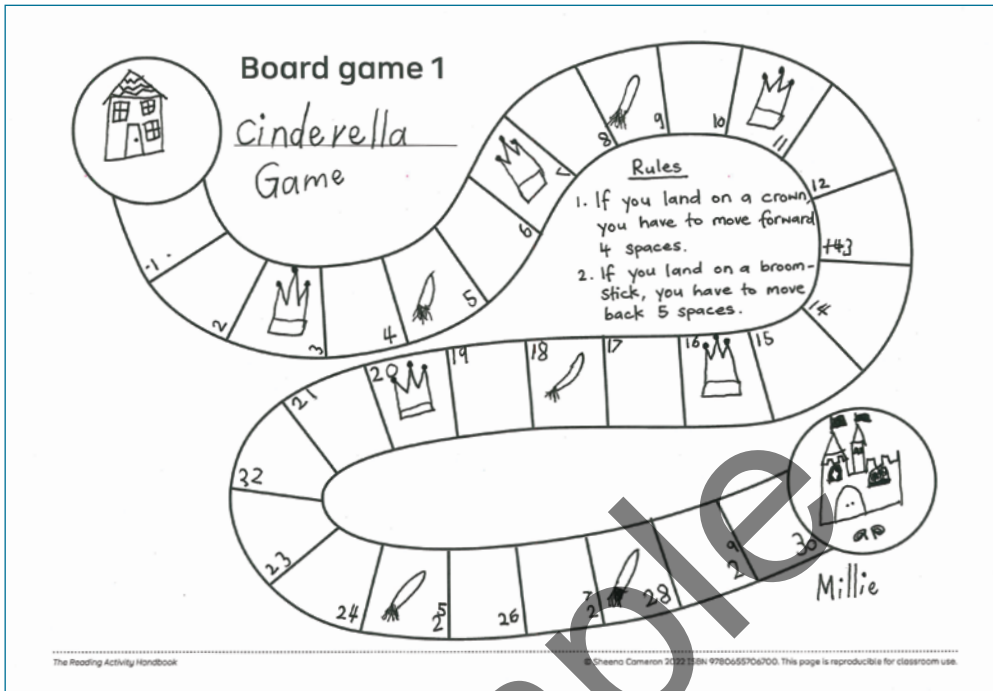


Board game

Learning focus

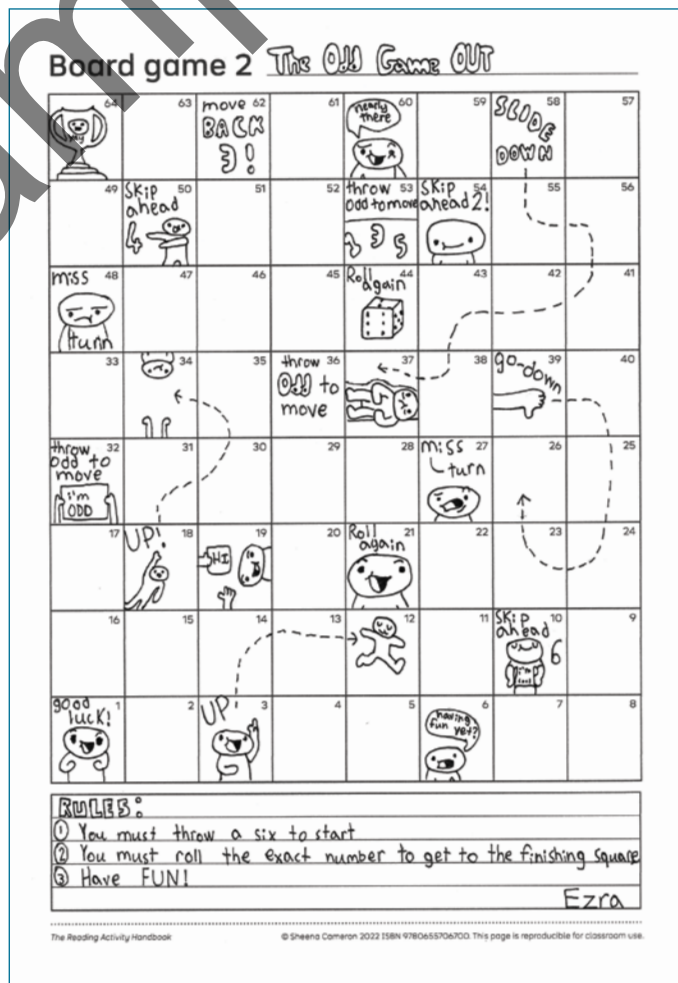
- Synthesising information
- Developing creativity and graphic skills



Students design a board game around the theme of a story. Actual events from the story may be included or the game may be based on the story. Enlarge the BLM to A3 size and laminate or glue to card. Provide counters and dice so the game can be played. The games can be stored in resealable plastic bags and used as independent reading activities. The addition of 'Good Luck' and 'Bad Luck' cards can add to the fun. When players land on a square that has 'Good Luck' written on it, they pick up a card that contains good fortune such as 'You slay the dragon - go on 5 spaces'. 'Bad Luck' cards require students to go back spaces or miss a turn. Encourage students to use events in the story as a basis for writing these cards.



There are two BLM options for different board games.

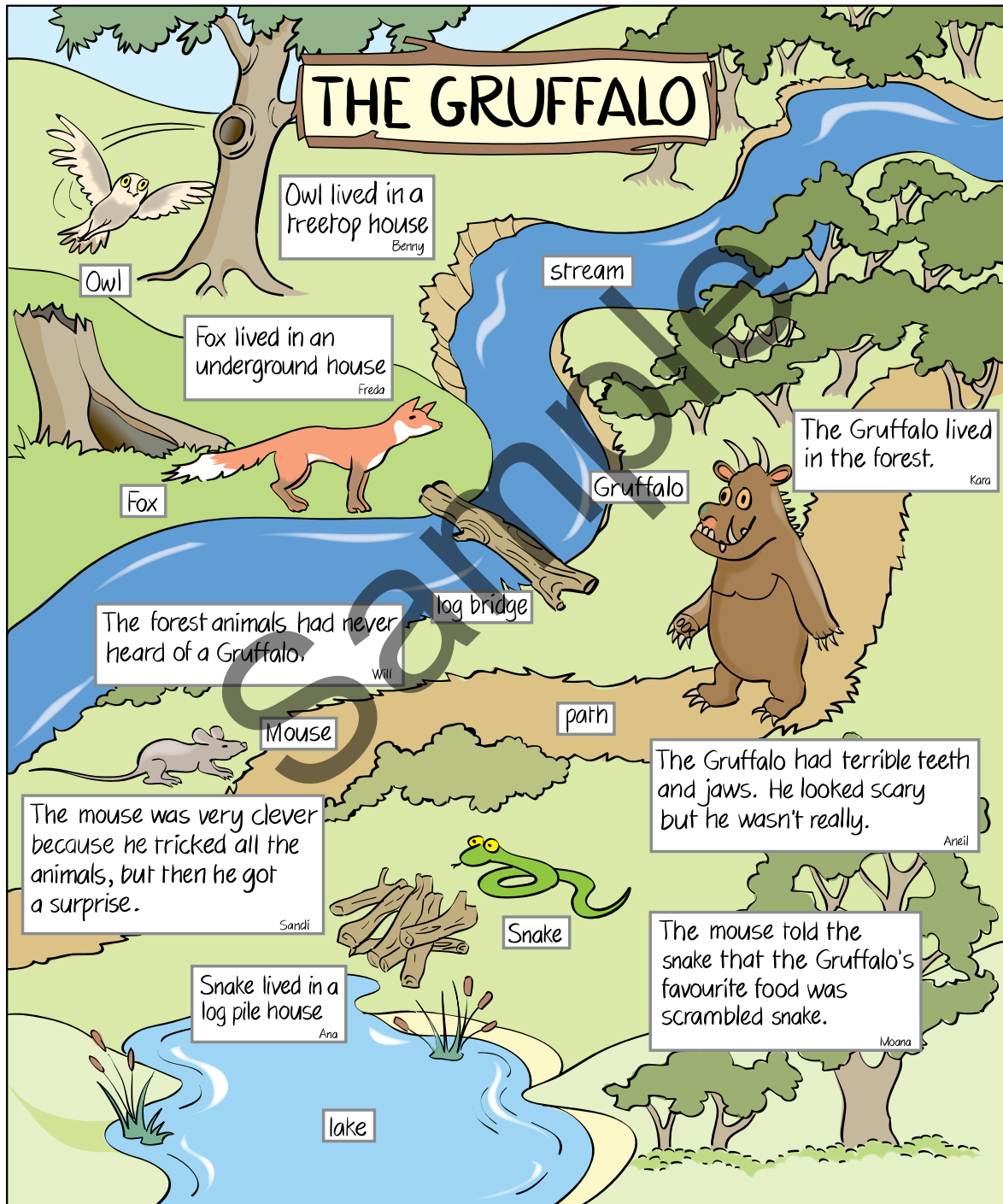


Caption mural

Learning focus

- Sequencing events in the story
- Developing personal connections with literature

Students represent a scene from the text or the whole story on a large sheet of paper. Some students paint or dye the background while others create characters that can be glued on. The captions could retell the original story or be an innovation on the text, or they could be responses from students about the text.



Based on *The Gruffalo* by Julie Donaldson.