

Creating Life Size Board Games

A resource for tutors/teachers to support the Home or School Based Summer Programme

Learning objectives:

This activity builds skills in 'Learning to Learn' specifically developing effective task and organisational skills as well as 'Literacy' and 'Numeracy' skills. This resource supports students to meaningfully participate and engage in positive learning activities which supports well-being.

Key skills include:

- **Maths**- exploring the concept of length and shape when looking at board games and in designing it in a larger scale
- **Oral language** – listening to and following instructions
- **Art**- drawing the board with chalk
- **Social development** – team work to create and play the game as a group

Introduction:

This activity can be used across the age ranges. Choose a board game that suits the student's age, interest and ability.

- First look at a variety of different board games and how to play them.
- Play the game in the smaller version of the games, if available. This can be a good way to remind students of how the games work if they haven't played them in a long time or if it is their first time playing the game.
- Explore the design of the boards and which ones they would like to create in a life size version (see resources section for some examples).

Development:

- Draw/ create a life size version of the board. You could use a trundle wheel/ metre stick to make the board square or free hand (differentiation) using chalk. The children may need to create a large dice if the school/ home doesn't have one e.g. you can use a cardboard box.
See detailed examples provided in the resources section
- Follow the instructions agreed/ provided and create the board.
- Play the game and enjoy.

Conclusion:

Discuss how well the game worked and if there were any improvements which could be made.

Additional Resources - Sample Games

1. Checkers

Materials: 24 Frisbees/ paper plates painted in two colours (12 in each colour), chalk or tape (masking/ coloured), measuring implements e.g. trundle wheel, metre stick, tape measure etc.

Directions:

1. Paint your paper plates or gather your Frisbees (12 of each of two colours)
2. Measure your squares using a metre stick/ trundle wheel/ tape measure and mark them out using chalk or tape. Colour every second square using chalk or tape cut out squares from bin bags or card to create the black squares.
3. Follow the traditional rules of checkers to play.

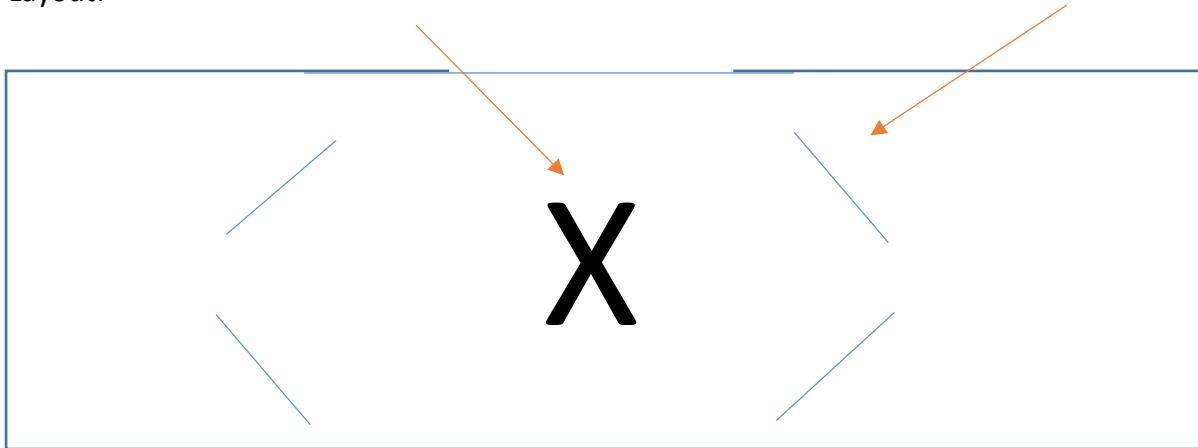
2. Hungry Human Hippos Game

Materials: Tape, something with wheels to roll on e.g. skateboards/ scooter boards (a lot of schools have these in their PE cupboard), laundry baskets, plastic balls or balloons, whistle and a board to keep score on, a safe in

X made in tape to mark where the balls and balloons must go for catching

Start lines made of tape

Layout:



Directions:

1. Split into 4 teams.
2. 1 member lays down with their belly on the board and another holds their legs.
3. Each team starts behind their start line.
4. The student lying down on the board holds the basket and acts as the hippo. They try to drag back as many balls as they can in the given time (no using hands or arms), each time they return behind the start line the person on the board swaps with another team member. The other players take turns to push and pull the player laying on the scooter by their legs to help them get the balls (they must push their teammate in a straight line).
5. At the end of the two minutes each team counts up the balls and rotate stations. At the end of the four stations the group who gathered the most balls wins.

Notes

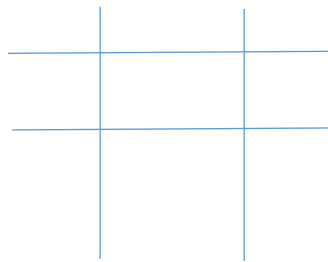
- Each round lasts 2 minutes. Use a stopwatch or phone to time the rounds.
- Remember fingers up off the ground to try and prevent them from getting rolled on. Helmets are not required but not a bad idea since you are going head first towards 3 other people.
- Balloons don't work very well outdoors so balls are easier if you can access them
- Use a sweeping brush to gather the balls back up after each round

3. Noughts and Crosses (simpler game for children who may require support)

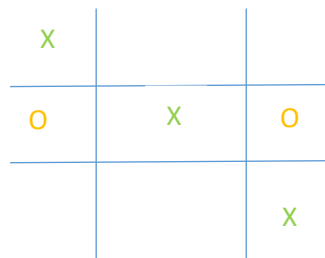
Materials: Chalk in 3 colours

Directions:

1. Create the board as shown



2. One student uses X and the other O
3. The winner is the student who gets 3 in a row



Other options:

- Snakes and Ladders
- Chess (using print out laminated pieces)
- Hopscotch (for younger children)
- Connect 4