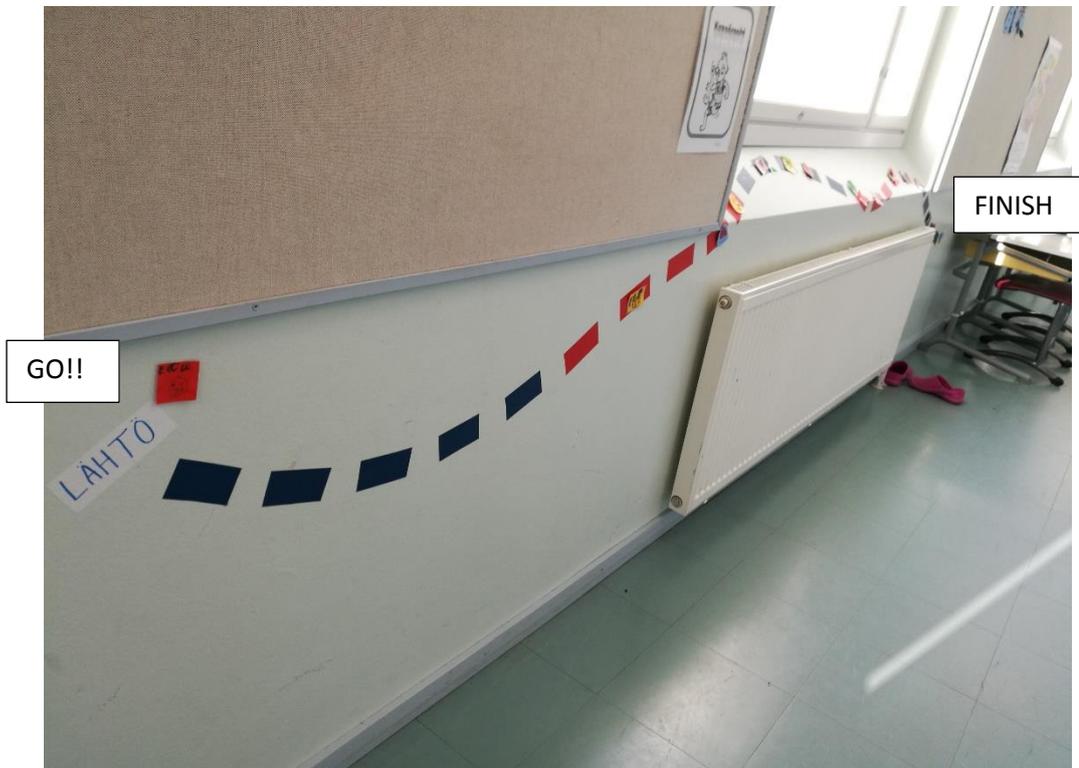
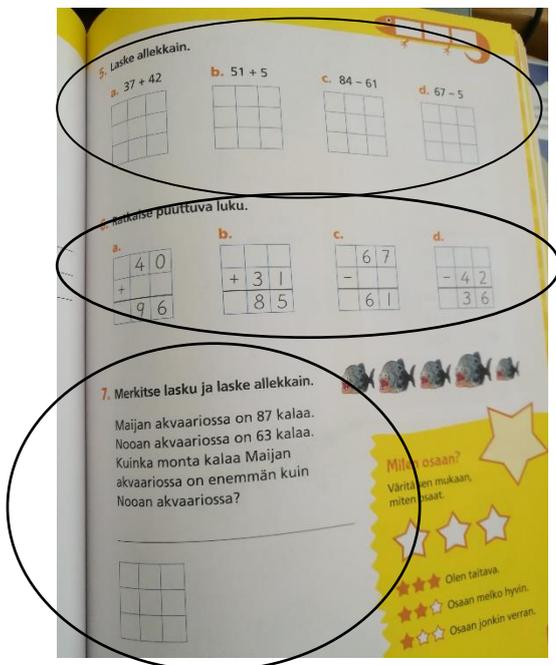


Gameboard for math

Gameboard on the wall, where is 25 squares from GO! to FINISH. The meaning is pass the board by doing exercises from mathbook.



Start from the beginning (GO!!). You can move your chip always to next square when you have done one exercise to your book. (Photo)



< there are three exercises on that page.

When you come to finish, you will have a prize. We discussed about that prize with student. So our prizes are

1. No homework today (student do his/her homeworks during that math lesson)
2. Triple homework (Someone really wants this!! 😊)
3. Teacher gives a sticker for a student
4. 5 minutes playing mathgame on computer
5. Student can read a book five minutes during that lesson
6. At the end of lesson, you can go out/lunch 3 minutes earlier than usual

These prizes are decided with students. Most wanted prize is a sticker. Find your way to motivate your students!

Game on the floor

You can play a lot of different games on that gameboard. Here is one example from our finnish lessons.

Teacher writes words to small pieces of papers. One word to each. 2-4 piece of paper to every circle on the floor. Students starts yheir game from beginning of some colour. Student throw the dice and move his/her chip. Pick one word and go to your palce to write a sentence which includes that word.

For exampe student pick word "a dog". Student go to own place and write to his/her notebook "There is a small dog outside". Then she/he return the word back on the board, throw dice and go again.

You can choose what part of your language you are learning. Just tell to students, do you want adjectives, nouns or something else. You can use same words many times:

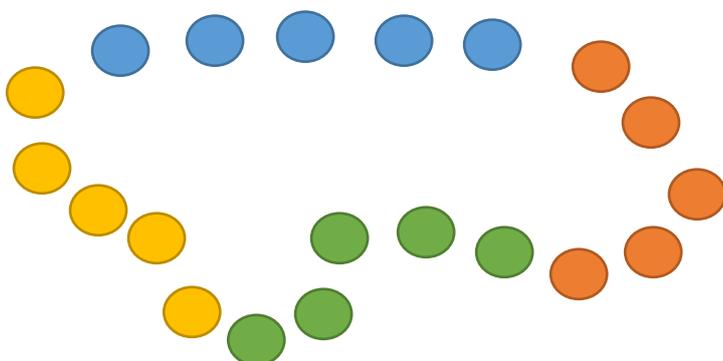
A beautiful dog. (Adjectives)

A dog is running. (Verbs)

Do you have a dog? (Questions)

There is a very fast dog running outside (What kind of dog, what it's doing and where?)

If there is no words on that circle where you just arrived, you do some small sport activity. For example 10 squats, 15 jumps, running on your palce, ... Or google "Wheel of names" where you can write your own activities to spinner. Students love to use that spinner and do activities from that. And you can choose those activities to that spinner with your students.



Gameboard can be for example like this.