

GAME

THE GOOSE GAME

AGE

From 4 years old and on

WHERE TO PLAY

Anywhere

NUMBER OF PLAYERS

At least 2

NEEDED MATERIAL

In the original game we only need the board , 2 dice and counters. In the variation for learning we need to create some question cards.

RULES AND DEVELOPMENT OF THE GAME

The object of the game is to be the first person to get to the end of the journey set on the board. This game is very popular in many countries and the board of the game has plenty of variations and we can use any of them.

Players roll the dice and the one with the higher number will be the one to start the game.

He or she will roll the dice and move his/her counter one square for each spot on the dice.

If the counter lands on a Goose square he or she will move the counter to the next Goose square and then roll the dice again.

If you land on the Bridge you will miss a turn while you pay the toll.

If you land on the Inn you will miss a turn while you stop for some tasty dinner.

If you land on the Well you will miss 3 turns. But if another player passes you before your three turns are up, you can start moving again on your next go.

If you land on the Labyrinth, square 42, you will get lost in the maze and have to move back to square 37.

If you land on the Prison, square 52, you will have to miss three turns while you are behind bars. If another player passes you before your three turns are up you can start moving again on your next go.

If you land on Dead, square 58, you have to go back to square 1 and start all over again!

Players may not share squares, so if your dice roll would land you on an occupied square you will have to stay where you are until it is your turn again (in other versions you change positions and the player who was in this place will go to the place where you were before rolling the dice)

To win you must reach square 63 exactly. If your dice roll is more than you need then you move in to square 63 and then bounce back out again, each spot on the dice is still one square in this move. If you land on any of the special squares while you are doing this then you must follow the normal instructions.

When you land on square 63 exactly you are the winner!

Original boards:



POSSIBLE APPLICATION IN EDUCATION (SUBJECT, LEARNING FIELD, ...)

This game can be turned into a question and answer game.

The Goose squares can be changed into a new picture showing something related to the subject we are going to apply the game to. For example, in English class it can be changed into the typical red phone boxes from England.

The rest of squares will be coloured with 4 different colours (they can be more or they can be less). Each colour will stand for a different category of questions.

For example green, blue, yellow and pink.

Green squares will be for Vocabulary questions.

Blue squares will be for Irregular verbs questions.

Yellow squares will be for grammar questions.

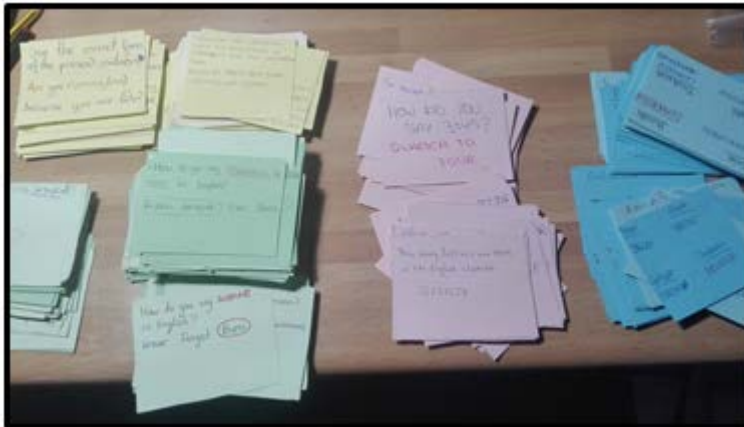
Pink squares will be for other kind of questions (culture, spelling, telling the time, etc.)

The important issue is that all questions will be adapted to the level of the players. This will be easily done since our students are the one who will create the cards with the questions. They will do it using the textbook and with the help of the teacher.

If you create a set of questions for every level of your school, you can use it in following years, but the making of the cards is also an important way of learning, since students will be aware of different aspects of the language.

Obviously this can be done exactly the same way in other subjects or even as a multidisciplinary game with more colours and where every colour can relate to a different subject.

Cards to play in English class made by 13 year old students:



Boards to play in English class made by 12 year old students:



TYPE OF LESSON

This game can be used as a learning tool for different aspects and for different subjects.

To make progressive the learning of the contents established for each level, we can mark our cards at the back with the number of the unit we are learning. So, if we are in unit 1, we can make questions only with the cards marked with 1. And as we move forward with our book and our units, we can add more and more cards, so that at the end of the course we can have all the cards in the game.