

Boardgame Directions

Use with your own flashcards to turn any lesson or review into a fun game!

HOLLYWOOD HALL OF FAME

Object of the Game:

To be the first player to correctly answer reach the "Hollywood Hall of Fame"

Materials

- Game Board
- Flash Cards with Questions
- Flash Cards that include options such as: *Lose a Turn, Move Forward # spaces, Go Back # Spaces, Take an Extra Turn*
- Directions and Answers
- 1 Die

Number of Players

2-6 Players

Game Rules

1. Each player selects a game piece and places it on the Start Space. Shuffle the Flash Cards and place them on a spot on the table or floor, near the board.
2. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn.
3. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer.
 - a. If the player is correct, he or she rolls the die and move that number if spaces.
 - b. If the player is incorrect, he or she remains in the same spot until his or her next turn and play passes to the left.
4. Once the player has reached the "Hall of Fame" space with an exact roll, the player must answer a final Flash Card.
 - a. If the player answers correctly, he or she wins the game and is inducted into the "Hollywood Hall of Fame!"
 - b. If the player answers incorrectly, play continues as before, and the player remains on the Hall of Fame to answer a Flash Card on his or her next turn.

Optional Rules:

Players may choose to read the cards to themselves.

One person may oversee the Answer Key throughout the game. The person to the player's left checks the answer when it is that player's turn.

The "Hall of Fame" does not need to be reached on the exact roll.

RACETRACK

Object of the Game:

To be the first player to reach the "Finish Line."

Materials

- Game Board
- Flash Cards with Questions
- Directions and Answers
- 1 Die

Number of Players

2-6 Players

Game Rules

1. Each player selects a game piece and places it on the Start Space. Shuffle the Flash Cards and place them on a spot on the table or floor, near the board.
2. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn.
3. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer.
 - a. If the player is correct, he or she rolls the die and move that number if spaces.
 - b. If the player is incorrect, he or she remains in the same spot until his or her next turn and play passes to the left.
4. The first player who reaches the Finish Space with an exact roll, wins the race!

Optional Rules:

Players may choose to read the cards to themselves.

One person may oversee the Answer Key throughout the game. The person to the player's left checks the answer when it is that player's turn.

The "Finish Line" does not need to be reached on the exact roll.

JACKPOT

<p>Object of the Game: To be the first player to reach the "Jackpot."</p> <p>Materials</p> <ul style="list-style-type: none"> • Game Board • Flash Cards with Questions • Directions and Answers • 1 Die <p>Number of Players 2-6 Players</p>	<p>Game Rules</p> <ol style="list-style-type: none"> 1. Each player selects a game piece and places it on the Start Space. Shuffle the Flash Cards and place them on a spot on the table or floor, near the board. 2. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn. 3. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer. <ol style="list-style-type: none"> a. If the player is correct, he or she rolls the die and move that number of spaces. b. If the player is incorrect, he or she remains in the same spot until his or her next turn and play passes to the left. 4. The first player who reaches the Jackpot with an exact roll, wins the jackpot! 	<p>Optional Rules:</p> <p>Players may choose to read the cards to themselves.</p> <p>One person may oversee the Answer Key throughout the game. The person to the player's left checks the answer when it is that player's turn.</p> <p>The "Jackpot" does not need to be reached on the exact roll.</p>
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1234 BULLSEYE!

<p>Object of the Game: To be the first player to reach the "Bullseye."</p> <p>Materials</p> <ul style="list-style-type: none"> • Game Board • Flash Cards with Questions • Flash Cards that include options such as: <i>Lose a Turn, Move Forward # spaces, Go Back # Spaces, Take an Extra Turn</i> • Directions and Answers • 1 Die <p>Number of Players 2-6 Players</p>	<p>Game Rules</p> <ol style="list-style-type: none"> 1. Each player selects a game piece and places it on the Start Space. Shuffle the Flash Cards and place them on a spot on the table or floor, near the board. 2. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn. 3. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer. <ol style="list-style-type: none"> a. If the player is correct, he or she rolls the die and move that number of spaces. b. If the player is incorrect, he or she remains in the same spot until his or her next turn and play passes to the left. 4. Once the player has reached the "Bullseye" circle, the player must proceed to spaces 1, 2, 3, and 4 before he or she can proceed to the red "Bullseye." Once the player is in the "Bullseye" circle, he or she may choose whether to move or stay. An exact number must be rolled in order to win. <ol style="list-style-type: none"> a. If a player is on the yellow square in front of the "Bullseye" circle, he or she may roll a 5 to win the game. b. If a player is on the yellow square in front of the "Bullseye" circle and rolls a 3, then the player will land in position 3 of the "Bullseye" circle. The player will need to roll a 2 in order to make it to the red "Bullseye". <ol style="list-style-type: none"> i. If the player rolls or 1, he or she may choose whether to move or stay. ii. If the player moves anything higher than a number 2, he or she stays, and it is the next player's turn. 	<p>Optional Rules:</p> <p>Players may choose to read the cards to themselves.</p> <p>One person may oversee the Answer Key throughout the game. The person to the player's left checks the answer when it is that player's turn.</p>
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WHIMSICAL

Object of the Game:

To be the first player to correctly answer and make it to the 10th space.

Materials

- Game Board
- Flash Cards with Questions
- Flash Cards labeled *Lose a Turn and Take an Extra Turn*
- Directions and Answers
- 1 Die

Number of Players

2-4 Players

Game Rules

1. Roll a die to determine players position on the board. The student who rolls the highest number will be Player 1, the 2nd highest will be player 2, and the person who rolls the lowest number will be Player 4.
2. Each player selects a game piece and places it on an arrow in the “Start Space” as Player 1, 2 3 or 4. Shuffle the Flash Cards and place the deck on a spot on the table or floor, near the board.
3. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn.
4. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer.
 - a. If the player gives a correct answer, he or she moves to “Space 1” on the board.
 - b. Each time a player gives a correct answer, he or she moves ahead by one increment (1, 2, 3 and so forth).
 - c. Each time a player gives an incorrect answer, he or she remains in the same spot until his or her next turn and play passes to the left.
5. Once the player has reached “Space 10,” the player must answer a final Flash Card.
 - a. If the player answers correctly, he or she wins!
 - b. If the player answers incorrectly, play continues as before, and the player remains on “Space 10” to answer a Flash Card on his or her next turn.

Optional Rules:

Players may choose to read the cards to themselves.

One person may oversee the Answer Key throughout the game. The person to the player’s left checks the answer when it is that player’s turn.

Whimsical Jr.

Object of the Game:

To be the first player to correctly answer reach the 5th space.

Materials

- Game Board
- Flash Cards with Questions
- Flash Cards labeled *Lose a Turn and Take an Extra Turn*
- Directions and Answers
- 1 Die

Number of Players

2-4 Players

Game Rules

1. Roll a die to determine players position on the board. The student who rolls the highest number will be Player 1, the 2nd highest will be player 2, and the person who rolls the lowest number will be Player 4.
2. Each player selects a game piece and places it on an arrow in the “Start Space” as Player 1, 2 3 or 4. Shuffle the Flash Cards and place the deck on a spot on the table or floor, near the board.
3. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn.
4. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer.
 - a. If the player gives a correct answer, he or she moves to “Space 1” on the board.
 - b. Each time a player gives a correct answer, he or she moves ahead one space.
 - c. Each time a player gives an incorrect answer, he or she remains in the same spot until his or her next turn and play passes to the left.
5. Once the player has reached “Space 5,” the player must answer a final Flash Card.
 - a. If the player answers correctly, he or she wins!
 - b. If the player answers incorrectly, play continues as before, and the player remains on “Space 5” to answer a Flash Card on his or her next turn.

Optional Rules:

Players may choose to read the cards to themselves.

One person may oversee the Answer Key throughout the game. The person to the player’s left checks the answer when it is that player’s turn.

HOPSCOTCH

Object of the Game:

To be the first player to correctly answer and make it to the 10th space.

Materials

- Game Board
- Flash Cards with questions
- Flash Cards labeled *Lose a Turn and Take an Extra Turn*
- Directions and Answers
- 1 Die

Number of Players

2-6 Players

Game Rules

1. Each player selects a game piece and places it on “Space 1”. Shuffle the Flash Cards and place the deck on a spot on the table or floor, near the board.
2. Take turns rolling the die. The player with the highest number goes first. The player to the left of that person will check the Answer Key. Play continues to the left and the Answer Key passes to the player on the left with each turn.
3. The first player pulls a Flash Card from the top of the deck to read the question. The player reads the cards out loud and tells the player with the Answer Key his or her answer.
 - a. If the player gives a correct answer, he or she moves ahead one space.
 - b. If the player gives an incorrect answer, he or she remains in the same spot until his or her next turn and play passes to the left.
4. Once the player has reached “Space 10,” the player must answer a final Flash Card.
 - a. If the player answers correctly, he or she wins!
 - b. If the player answers incorrectly, play continues as before, and the player remains on “Space 10” to answer a Flash Card on his or her next turn.

Optional Rules:

Players may choose to read the cards to themselves.

One person may oversee the Answer Key throughout the game. The person to the player’s left checks the answer when it is that player’s turn.

HOOPS

Object of the Game:

To be the first player to correctly answer and reach the basketball in the goal.

Materials

- Game Board
- Flash Cards with questions and answers
- Flash Cards labeled *Lose a Turn, Take an Extra Turn and Ask a Teammate*
- Directions and Answers
- 1 Die

Number of Players

2-6 Players

Game Rules

1. Students are divided into two teams of 2 to 3 students.
2. Each team decides on player 1, 2 and 3 (if there is a 3rd player). The players on the team must keep the same order throughout the game.
3. Have one student from each team roll the die. The team’s player with the highest number goes first.
4. Each team selects ONE “game piece” and waits to place it on the board.
5. Shuffle the Flash Cards and place the deck on a spot on the table or floor, near the board.
6. Place one “Ask a Teammate” card on each side of the game board for each team.
7. The first player from the opposing team pulls a Flash Card from the top of the deck to read the question out loud. (*Ex. If Team B goes first, then a person from Team A pulls the card with the answer and reads the question to the person on Team B*). The player tells the player with the card his or her answer.
 - a. If the player is correct, he or she places a game piece on the basketball labeled “1” for the team.
 - b. If the player is incorrect, the team remains off the board and it is the next team’s turn.
 - c. When a team’s player gives a correct answer, the team moves up by one ball.
 - d. When a team’s player gives an incorrect answer, the team remains in the same spot until their next turn.
8. If a player doesn’t know an answer to a question, he or she may choose to use the “Ask a Teammate” card. *This card may only be used once.*
9. Once the player has reached “Basketball 10”, the player must answer a final Flash Card.
 - a. If the player answers correctly, his or her team wins!
 - b. If the player answers incorrectly, play continues as before, and the player remains on “Basketball 10” to answer a Flash Card on the team’s next turn.

Optional Rules:

A deck of flash cards with only the questions may be used. In this instance, one external player may oversee the Answer Key throughout the game.

Games can be played with individuals. Everyone will use a different game piece and choose either basketball goal.

Since a die is not used throughout the game, an alternate method can be used to decide which team will go first.