





All about you


START	1 What's your name?	2 Where are you from?	3 How old are you?	4 Where do you live?	5 
	6 Who is your favourite character?	7 MISS A TURN	8 What's your favourite game?	9 What's your dream job?	10 What's your favourite colour?
	11 What's your favourite animal?	12 Do you have a pet? Which one?	13 What's your favourite TV program?	14 What's your favourite food?	
	15 What time do you get up?	16 	17 When is your birthday?	18 What is the weather like today?	19 What is your favourite sport?
	20 What do you usually have for breakfast?	21 GO FORWARD 2 SQUARES	22 Do you play a sport regularly?	23 Where do you study?	24 What time do you get up?
	25 What is your favorite school subject?	26 	27 How many people are in your class?	28 Do you have any brothers or sisters?	29 GO BACK 3 SQUARES
	30 What are your hobbies?	31 What do you usually do at the weekend?	32 MISS A TURN	33 What is there in your bedroom?	34 Do you live in a house or in an apartment?
	36 Where do you go on holidays?	37 Do you prefer summer or winter? Why?	38 What's your favourite food?	39 	40 Do you play computer games?
41 GO BACK 3 SQUARES	42 What do you like doing with your friends?	43 What do you like doing with your family?	44 What do you buy with your pocket money?	45 Do you do house chores? Which?	FINISH

Instructions for the teacher.

Preparation

- Print the board games on tick paper or a cardboard; laminate them if you want to use them many times.
- Find tokens for each student.
- Provide dice.
- Divide the class into groups of 3 – 4 students each.
- Give each group a board game and a die.
- Give each student a token (or bean, coin, button, etc.).

The game

- The players put their tokens on the first square.
 - The first student throws the die and moves his token ahead the corresponding number of squares.
- The student answers the question with a whole sentence.
- **Example: What do you like doing with your friends? – I like playing football.**
- If the answer is correct, the student stays, if the answer is incorrect, he has to go back where he came from.
- If the student comes to a square with the symbol , he rolls the die again.
- The first student who takes a number that places his token on “FINISH” or surpasses it is the winner.