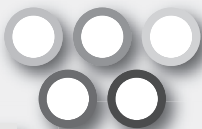


ENGLISH CHAMPIONSHIP



English Championship

Level

English Championship is a game for students at level A2-B1 of the Common European Framework. It can be used in class with the teacher, but also at home to challenge friends in a fun test of general cultural knowledge. Find out who knows the English-speaking world and the English language best, via a range of questions on history, culture, traditions, geography, idioms, the environment and free time.

The game is divided into two levels of difficulty. There are two packs of cards; the cards with a red border correspond to easier questions, and the cards with a blue border correspond to more difficult questions. The game can be played using one deck of cards, or alternatively, the cards can be mixed. The questions are aimed at students aged 16 upwards. We suggest the teacher provides a dictionary to allow students to consult any unknown or difficult vocabulary.

Language aims

- Familiarise students with the English language and culture of the English-speaking world.
- Widen students' range of vocabulary and knowledge via interesting questions.
- Help with the learning process, revision and correct use of language and grammar structures related to specific topics about history, geography, civics, culture and language.

Game components

The game consists of:

- a playing board
- 60 coloured counters
- an instruction booklet
- two sets of 66 cards
- a dice

The playing board is similar to a game of 'snakes and ladders' in which players move along the board by throwing the dice. The two sets of cards contain five questions on each card. The five questions relate to the five topics. Each question is followed by three possible answers, and the correct answer is highlighted.

Rules of the game

English Championship

The playing board consists of a track marked with the five colours of the Olympic rings. Players throw the dice to move along the track.

The game can be played in class (with the teacher) or at home (with a game leader).

If a player lands on for example, a red square, the *game leader* takes a card from the chosen deck of playing cards and without showing the card, reads out loud the red question, together with the three possible answers. The *game leader* can see the correct answer which is highlighted in bold.

If a player answers correctly, the leader gives the player a counter of the same colour as the playing square (e.g. in this case, red). If a player answers incorrectly, he/she doesn't receive a counter and play passes to the next player who throws the dice. If a player lands on a coloured square for which he/she has already obtained the corresponding counter, the player continues to throw the dice until he/she lands on a different coloured square.

The object of the game is to ensure that each player answers questions relating to all of the five topics and collects all five coloured counters.

The winner is the first player to collect all five counters in the colours of the Olympic rings.

Topics

The topics presented are:

- RED** → Culture: art, music, cinema, literature
- GREEN** → Geography
- BLACK** → History, traditions, school, social education, road safety
- YELLOW** → Healthy living, free time, food for a healthy diet and lifestyle, sport
- BLUE** → Nature, science: animals, technology, astrology

English Championship

By Joy Olivier

© 2012 **ELI** s.r.l.
Casella Postale 6 – 62019 Recanati – Italy
Tel. +39 071 750 701 – Fax +39 071 977 851
www.elionline.com

English version: Lisa Suett

Art Director: Letizia Pigni
ELI Editorial Department: Maria Cristina Izzo
Production Manager: Francesco Capitano
Graphic Design: Alessia Zucchi

Printed in Italy by Tecnostampa – Recanati
ISBN 978-88-536-1372-1

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior written permission of ELI.