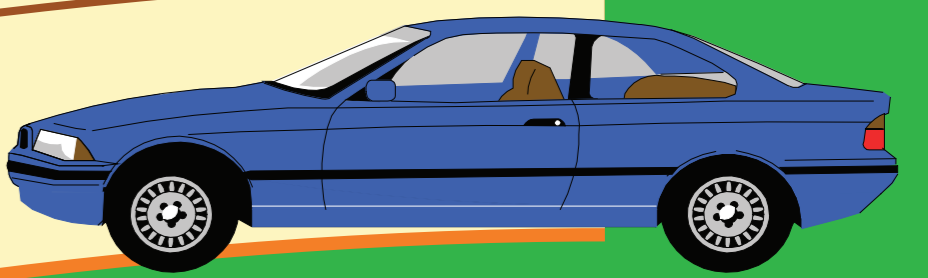
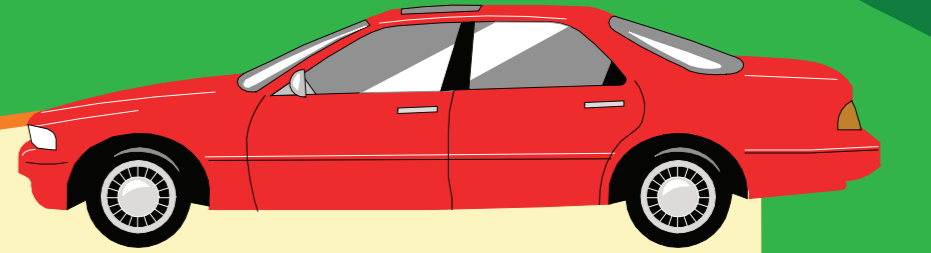


# Car Race Board Game



go  
2 places  
forward

go back  
2 spaces

go back  
2 spaces

go back  
6 places

go back  
to start

go back  
2 spaces

go  
2 places  
forward



# The Car Race Board Game Rules

The car race board game is a self-explicit piece which shows two competitors on a race track aiming to reach a finish line. The two competitors are actually two students trying to reach the finish line by taking turns answering questions. On the way there are several huddles. If you land on the wrong space, you might be forced to go back two spaces, 6 spaces or back to start. On the bright side if you land on another space, you might be lucky to move two more spaces forward.

Objective of the game: The main objective of this game is to enable teachers and parents teach their kids any subject with fun. As students play this game, they seamlessly review any particular skill.

## Items you need to play this game

1. Two players
2. A dice
3. Two round chips
4. A game board (print it out on hard A3 paper and laminate)
5. A deck of cards on any topic of your choice (also print out on hard paper and cut them out).

## Rules of the game

1. Players place their chips on the **start** position.
2. Toss a coin to determine who will start first.

3. Shuffle a deck of at least 25 or more cards on a particular topic. Place the cards face down to conceal the questions on them.
4. Roll the dice in turns, pull out a card, answer the question and move forward the number of places indicated by the face of the dice.
5. If you cannot answer the question correctly (or at all), keep the card aside and stay on your position.
6. At the end of a round, the cards can be shuffled again and used for a new game. In case you run out of cards before the game comes to an end, you can shuffle all cards that were answered (or used during the game) and keep on playing.
7. The objective is to reach the *finish* position.
8. Watch out for the pitfalls in the game like going backward 2 spaces and going backward 6 spaces.
9. You might be lucky to get a boast by going forward two places.

**N.B!** The end of the game could be tricky. It is up to teachers/parents to be flexible about how they wish to end the game. If the student rolls the dice and gets a number that makes them move more spaces past the finish line, it is fine to end the game. But you could also make it harder by insisting on students to have the exact number (after rolling the dice) to allow them go to the end of the game. Feel free to make your own rules here.

This game has been tested in classrooms around the world and feedback has been overwhelmingly positive. Have fun with your students and review several skills.