

Crocodile Board Game

This game can be used to practice just about any skill. I have been amazed at how parents and teachers have adapted this concept in teaching Math, Science and other subjects. Let me tell you how to practice phonics with this game.

Before you play – Read this!

- You need dice with 6 sides. Each side must have a number. Numbers could be 1, 2,3,4, 5 or 6.
- You need round chips with different colors.
- Your children should know how to count from 1 to 6.
- Print out a set of cards. For example, if you want to practice reading words with the short **a**, print out the set. Of course, print out the board game from <http://www.kizphonics.com/materials/board-games/> or buy a hard copy from our site.
- Shuffle the cards and place them face down (so as not to show the words)
- You need at least 2 players or 2 teams to play. Each team can contain any number of students as long as they are taking turns, you should be good.

How to Play

These rules are not made by God. Feel free to adapt.

1. Do not land on a crocodile space. If you are unlucky to land on a crocodile space, you need to **START AGAIN**, while your opponent moves on – **Aaaarrggghhhh!**
2. There are 3 crocodiles hiding in the game – **Watch out!**
3. If you land on the police officer, you will be asked to go back 2 spaces – **Oh no!**
4. If you land on the monkey, you will advance 2 spaces – **Yeah!**
5. Roll the dice each time to play. When a player lands on a 'normal' space, he/she takes a card from the deck. The player will flip the card and read the word or sentence that is on the card. If you are simply practicing phonemes, then the player says the sound and then reads words on the card with that phoneme (if any). Feel free to change what you want them to do with the cards.
6. If the player cannot read the word, or sound, he/she can ask for a clue. The clue can be a silent mouth movement, reading the sound, word or sentence.
7. If the student can't read the word, sound or sentence after the clue, he/she will not advance, but can choose another card next time.
8. Everytime a card is used, it is placed facedown to start a separate deck.
9. If all unused cards get exhausted, shuffle the exhausted deck and continue the game.
10. The first player to get to finish wins.

Tips

1. Take time to slowly show the kids how to play the first time. Once they decode the rules and fun factor, you are good next time. You may ruin the game forever if you do not get it right the first time.
2. We provide 2 varieties – A3 and A4, but we recommend printing in A3 if you can.
3. For large groups of students, reduce the team sizes. Print out more copies for different groups. You could have 3 players in 1 group but never more than 6.
4. For older students, turn up the fun by insisting that players get the exact number towards finish. For example, if a player is on space 31, rolls the dice and gets 6, then he/she counts 3 forward and 3 backwards. To win, he/she needs to roll and get 3 to win.
5. Better to play 2 or more rounds each time to increase the chance of everyone winning at least once. Some kids hate to loose and that is how you work around this problem.

Why this game works

- It is **fun**. Most kids learn when they are not really thinking about the learning. The fun makes learning an enjoyable and unconscious experience, not just another boring teaching session.
- It is **effective**. When a game combines fun and effectiveness as a teaching tool, you have the right recipe for success. I have seen many games that do a poor job at combining the fun with the learning. Do not forget that at the end of the day, our goal is to get the knowledge into the kids' heads.
- The game is **simple**. It is not hard for kids to understand the rules. Learning games lose the fun factor when they are complicated to understand and follow. You don't want to spend time teaching children how to play, instead of getting down to business almost right away.
- It is **versatile**. You can use this game for just about any kind of teaching. It fits all scenarios. All you need to do is change the knowledge factor. My brother Jude, who runs www.math4children.com, has done a fantastic job creating learning cards for math to go with this game.

Author: I, Futonge N. Kisito is the rightful author of this particular crocodile board game. I developed the game while teaching English to children in China. This game was first published on my other site www.eslgamesworld.com and became very famous. I have just redesigned and improved the game for www.kizphonics.com. I think the fun, simple, versatile and effective nature of the game is its biggest appeal. If you have any questions, drop me feedback here: