

Create a board game based on one of the books we have read in class. You can use this one to play with or to help you with your own. There is also a template for you to use. You could even draw your own onto a piece of paper or your exercise book.

On the way home...

Claire had a bad knee so she set off home to tell her mum...

The board game path consists of 36 numbered spaces arranged in a winding path from 'start' to 'finish'. The path includes several event cards with illustrations and instructions:

- Space 1:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 2:** A giant swoops you up and drops you on space 21. (Illustration: a giant)
- Space 3:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 4:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 5:** Snake!! Go Back 2 spaces. (Illustration: a green snake)
- Space 6:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 7:** Run forward 3 spaces to avoid the crocodile. (Illustration: a green crocodile)
- Space 8:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 9:** Run forward 3 spaces to avoid the crocodile. (Illustration: a green crocodile)
- Space 10:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 11:** Run forward 3 spaces to avoid the crocodile. (Illustration: a green crocodile)
- Space 12:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 13:** Run forward 3 spaces to avoid the crocodile. (Illustration: a green crocodile)
- Space 14:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 15:** A giant swoops you up and drops you on space 21. (Illustration: a giant)
- Space 16:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 17:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 18:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 19:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 20:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 21:** A space ship flies you back 4 spaces. (Illustration: a red and purple space ship)
- Space 22:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 23:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 24:** A space ship flies you back 4 spaces. (Illustration: a red and purple space ship)
- Space 25:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 26:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 27:** Use the bridge to escape the dragon. (Illustration: a wooden bridge and a pink dragon)
- Space 28:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 29:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 30:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 31:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 32:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 33:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 34:** Miss a turn whilst you tell a friend about your knee. (Illustration: a knee with an arrow pointing to it)
- Space 35:** Use the bridge to escape the dragon. (Illustration: a wooden bridge)
- Space 36:** Well done! You made it home!! (Illustration: a swing set)

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