

Hitman - Vocabulary & Grammar Dice Game



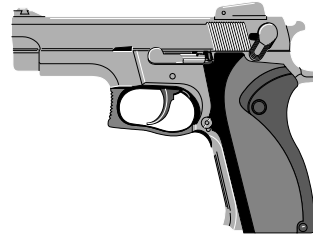
Hospital



Suicide



Bomb



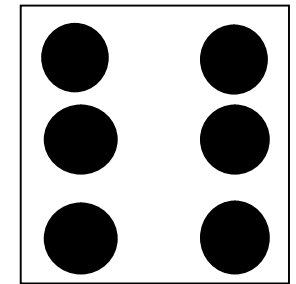
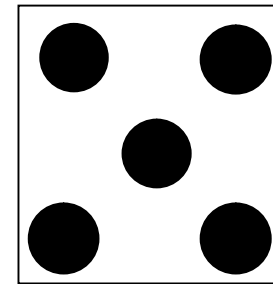
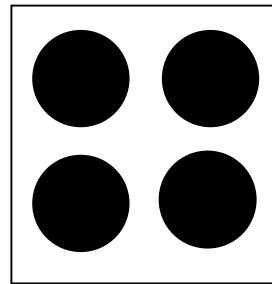
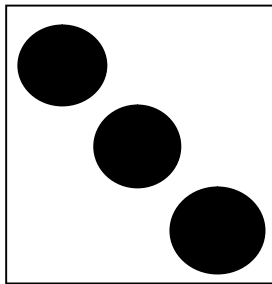
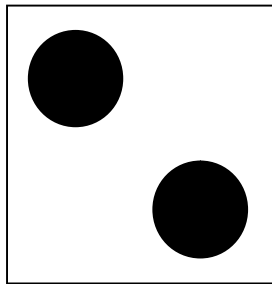
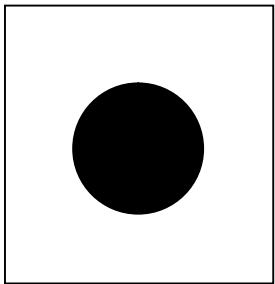
Gun



Kidnap

Roll the
Dice for
points.

Dice



Game Rules

1. Choose any grammar point and write it on the board. For example: Question = What animal can you see? Answer = I can see a dog.
2. Put the students into two teams. Write the team names on the board.
3. Materials needed: Dice, marker and the game sheet.
4. Ask a question that is on the board. The first student to answer the question gets to roll the dice.
5. Have the student roll the dice and wait for the outcome.
6. Icons: **1** = hospital. You get one life for your team. **2** = suicide. Dice roller dies. **3** = bomb. You can kill two players from the opposing team.
4 = gun. You can kill one player from the opposing team. **5** = kidnap. You can choose one person to kidnap. They will now join your team.
6 = Dice. If the student rolls a six he or she then rolls the dice again for points. 1 = 1, 2 = 2...
7 = The winning team is the team which did not die or the one with the most points at the end of the game.