Class/Group game "Blockbusters"  

by: Mazor Wiedman

Blockbusters

Equipment:
1) Game board – drawn, printed or projected.
2) Two markers of different colors (if projecting on a whiteboard, erasable board markers; if on paper – markers or highlighters).
   Or give each team a set of hexagonal cards in a different color (make them by printing, coloring and cutting a copy of the 
   gameboard so each team has a full set of board hexagons in its color)
3) "Question" cards for the teacher (optional – write the "Questions" directly on the game board).

Preparation:
1. Enlarge and print or draw the gameboard and hang it on the class wall (in smaller groups an A3 size will suffice).
   Or project the gameboard on the whiteboard, if you have the right equipment.
2. Prepare the "questions" – rules, sounds or words you want the students to review, either write them on index cards or directly on the 
   gameboard.
3. If playing the game in a whole class, divide the class into two groups. In a small group, teams of two (pairs).

Play:
1. Assign a marker color to each of the groups/pairs and give them a marker or the colored hexagonal cards.
2. When playing in a large group/whole class – each group will choose a representative or two.
3. One group has to cross the board from left to right (or from right to left) and the other has to cross from top to bottom by coloring a hexagon 
   with their color. In order to color a hexagon, the players have to answer a "question" correctly, if the players answer incorrectly the "question" 
   is turned to the other group/pair. (If projecting on a whiteboard: color the hexagon by outlining it on the whiteboard with the erasable marker. If 
   playing on a paper board, you can either outline the hexagon with the team’s marker color, or place a colored hexagon from those the team 
   possesses on top of the one on the board.)

   • In the following example the game is used to review the rules learned in lesson 13, 13a and 13b. The students will choose which rule they want 
     to try and will have to come up with a word that complies to that rule or will have to read a word from the lists provided below.
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Sample questions for game at Lesson 13c –Words to demonstrate the use of each rule:

-i_e

-ic

1. picnic
2. attic
3. basic
4. panic
5. Arabic

1. Sprite
2. nine
3. mine
4. dine
5. spine
6. pine
7. kite

-ike

1. bike
2. Nike
3. hike
4. Mike
5. pike
6. strike

-ire

1. tired
2. hire
3. tire
4. empire
5. desire
6. admire