



Stages	Procedure	Time
Objectives	<ol style="list-style-type: none"> <li>To practice               <ol style="list-style-type: none"> <li>skimming and scanning for details</li> <li>guessing meaning of words in context</li> <li>making inferences based on comprehension of the text</li> </ol> </li> </ol>	
Warmer	<ol style="list-style-type: none"> <li>Teacher brings different board games to the class and asks students if they have played those board games before.</li> <li>Teacher elicits responses for information about the board games (i.e. name, number of players, basic rules or goals of the game).</li> <li>Teacher gets students to read the title of the article and leads into the topic of the day.</li> </ol>	8 mins
Pre-reading	<ol style="list-style-type: none"> <li>Teacher distributes <b>Task 1</b> to the class.</li> <li>Based on the table given, students work in pairs to skim and scan for the name of each board game from the article.</li> <li>Teacher checks answer.</li> </ol>	4 mins
While-Reading	<ol style="list-style-type: none"> <li>Teacher distributes <b>Task 2</b>.</li> <li>Students skim and scan for details to complete the 2<sup>nd</sup> graphic organiser.</li> <li>Teacher checks the answers.</li> <li>Next, teacher puts students into groups of three or four.</li> <li>Each group is given <b>Task 3</b> – a board game and a dice.</li> <li>Students take their turns to play and answer questions in the board game.</li> </ol>	20 mins
Post-reading	<ol style="list-style-type: none"> <li>Teacher goes through questions in the board game and reveals answers.</li> </ol>	5 mins
Wrap	<ol style="list-style-type: none"> <li>As a concept check, teacher gets students to complete comprehension questions in the magazine.</li> </ol>	5 mins

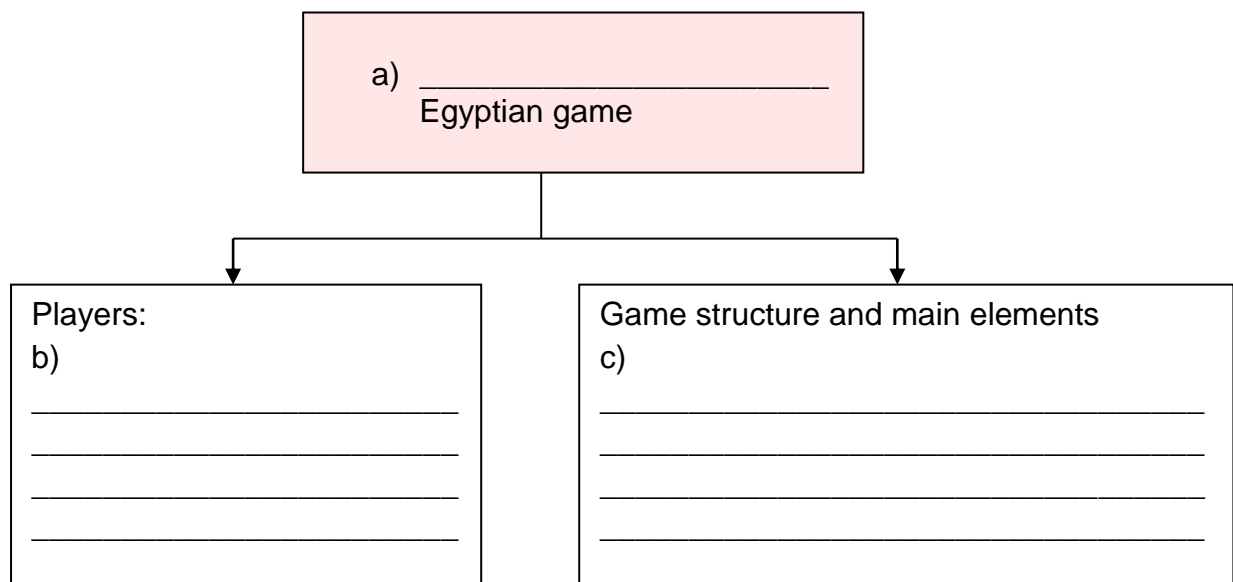
## TASK 1

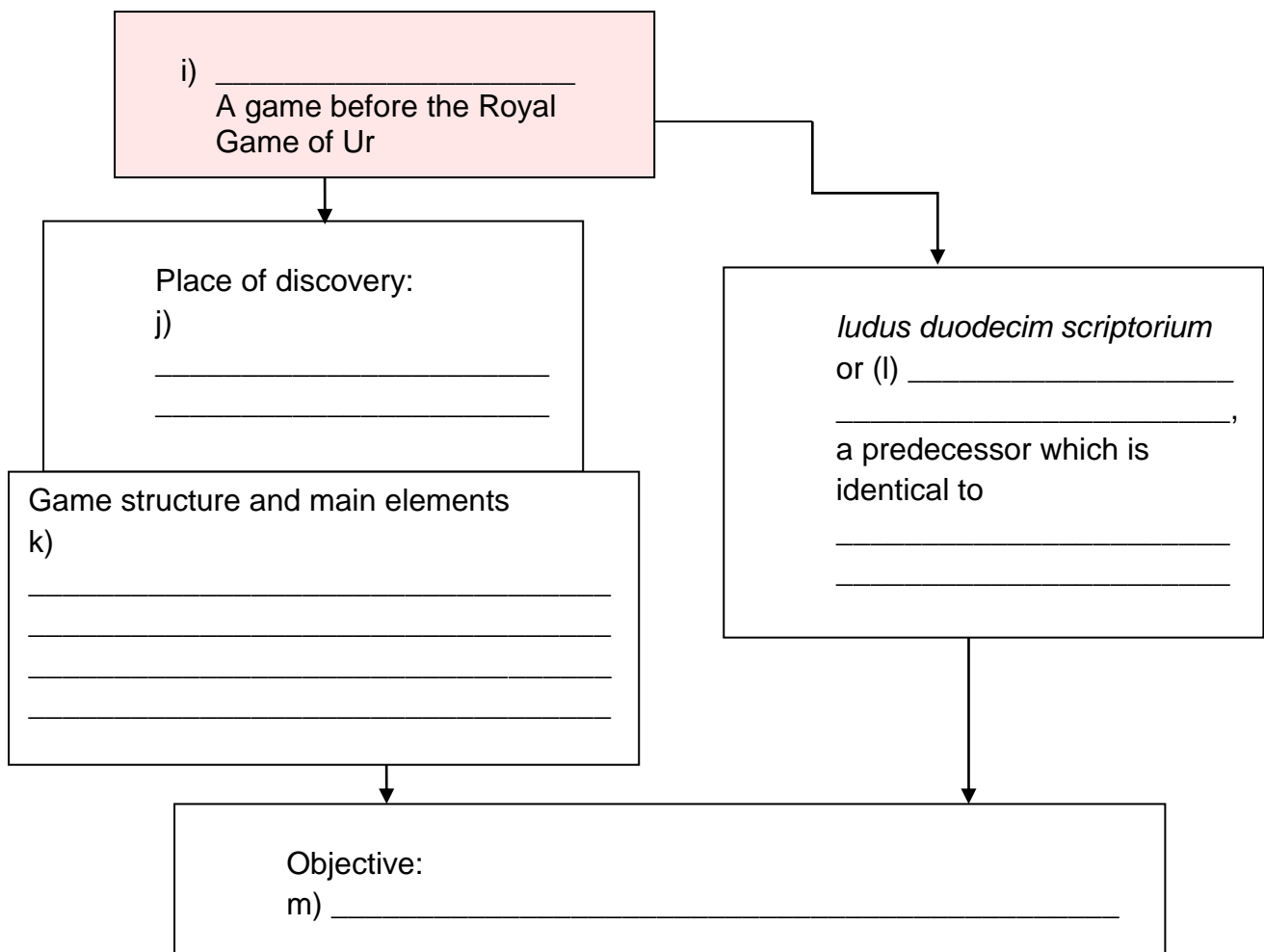
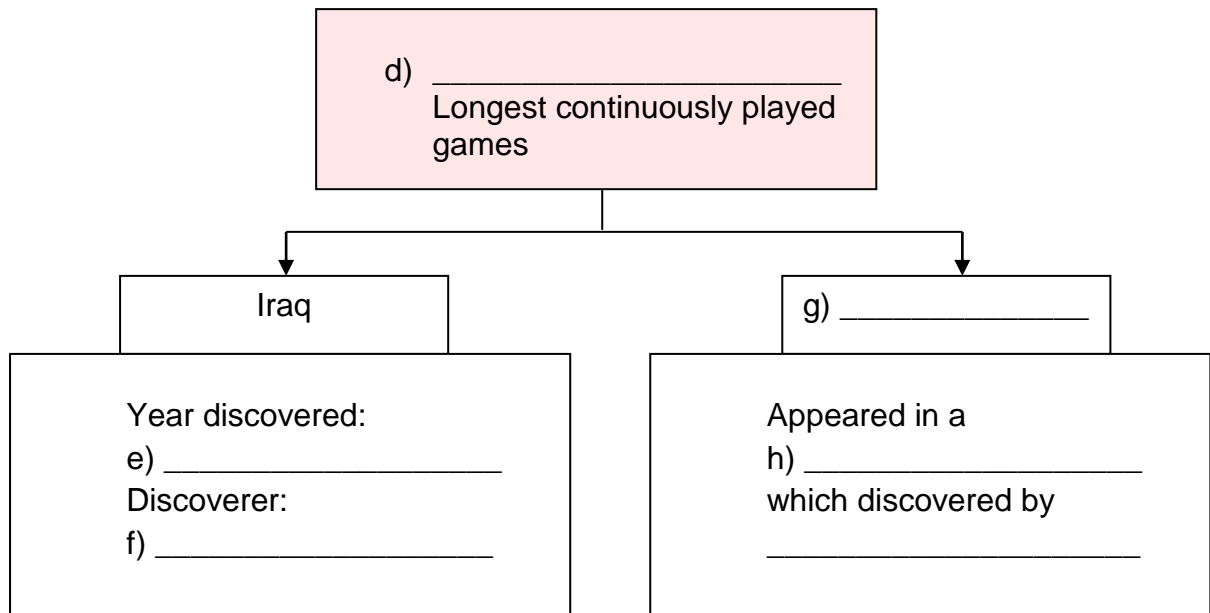
Write the name of each board game based on the information given.

YEAR INVENTED	NAME OF BOARD GAME
2000	A)
1995	B)
1904	C)
800 CE	D)
280-550 CE	E)
2337–2258 BCE	F)
2600 BCE	G)
3100 BCE	H)

## TASK 2


Complete the graphic organisers below with information from the article.





### TASK 3

## Board Games: From the Past to the Present

<b>START</b>	<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>			<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>
				<b>GO AHEAD TWO SPACES</b>
<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>	<b>LOSE A TURN</b>		<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>	
				
<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>	<b>GO AHEAD ONE SPACE</b>			<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>
				
<b>FINISH</b>	<b>GO BACK TO START</b>	<b>Pick a question</b> <ul style="list-style-type: none"> <li>• Vocabulary</li> <li>• Inference</li> <li>• Comprehension question</li> </ul>		<b>GO BACK ONE SPACE</b>

## TASK 3

### Board Games: From the Past to the Present

#### Vocabulary Questions:

V1	<p>"The game became such a favourite of the <b>nobles</b> that it even made it into the afterlife. The Senet was found entombed with the mummified bodies of pharaohs."</p> <p><b>Based on the above context, what is the word form and meaning of 'nobles'?</b></p>
V2	<p>"In 2004, Iranian archaeologists <b>unearthed</b> the earliest form of backgammon beneath the rubble of Shahr-e Sukhteh or the Burnt City in South-eastern Iran."</p> <p><b>Based on the above context, what is the word form and meaning of 'unearthed'?</b></p>
V3	<p>"The mythical emperor allegedly asked one of his counsellors to design the game to encourage his <b>vicious</b> son Danzhu to mature."</p> <p><b>Based on the above context, what is the word form and meaning of 'vicious'?</b></p>
V4	<p>"In fact, it was created by an American woman named Lizzie Magie who wanted to show others that rents enriched the owners and impoverished the tenants."</p> <p><b>Based on the above context, which TWO words are antonyms to each other?</b></p>
V5	<p>"Since the late 2000s, board games have entered a renaissance age in part due to the proliferation of new technologies. Kickstarter's inception in 2009 enabled inventors to design their own games and have the production funded by the very people they were intended for."</p> <p><b>Based on the above context, which word means "growth"?</b></p>

#### Inference Questions:

I1	What is the difference between board games in the ancient time and the modern days?
I2	According to the author, Weiqi is a strategy game. How would this game help Emperor Yau's son, Danzhu, to mature?
I3	According to the author, modern chess can trace its roots to Chaturanga. In your opinion how does chess relate to the ancient Indian board game?
I4	Monopoly became popular not because of its patent but because of its complicated rules. Why do you think players like the complicated rules of the game?
I5	According to the author, 'board games have entered a renaissance age in part due to the proliferation of new technologies.' In your opinion, how do new technologies help the board game industry?

#### Comprehension Questions:

C1	How did the Egyptian game Senet look like?
C2	Who was the first discoverer of the Royal Game of Ur?
C3	Where did the archaeologists find the ancient backgammon?
C4	Which board game is recognised as a sport?
C5	What do players do in the game 'Settlers of Catan'?

## ANSWERS

### Task 1

- A. Carcassonne
- B. The Settlers of Catan
- C. The Landlord's Game
- D. Chinese chess (xiangqi) and Japanese chess (shogi)
- E. Chaturanga
- F. Weiqi
- G. The Royal Game of Ur
- H. Senet

### Task 2

- a. Senet
- b. Pharaohs and other members of Egyptian nobility
- c. a wooden board which consisted of thirty squares in three rows of ten
- d. The Royal Game of Ur
- e. 1920s
- f. historian Leonard Woolley
- g. India
- h. photograph, British philologist and assyriologist Irving Finkel
- i. Backgammon
- j. Shahr-e Sukhteh or the Burnt City in South-eastern Iran
- k. An ebony board played with sixty pieces, with an engraved serpent coiling around itself twenty times, forming the slots on which one must place the pieces
- l. the game of twelve markings, contemporary backgammon
- m. to remove all of one's markers off the board

### Task 3

#### Vocabulary questions:

- V1 – nobles (noun) = aristocrats / people with special ranks and statuses
- V2 – unearthed (verb) = found by digging / discovered
- V3 – vicious (adjective) = bad / undisciplined
- V4 – enriched (make someone wealthier) X impoverished (make someone poorer)
- V5 – proliferation

#### Inference questions: (students' answers may vary – accept logical answers)

- I1 – Board games were played mostly by the nobles in the ancient time but they are played by everyone in the modern days.
- I2 – A strategy game requires players to think, so it would train Danzhu to be patient and wiser.
- I3 – Both games may have similar rules and chess pieces.
- I4 – The complicated rules make the game more challenging and exciting.
- I5 – New technologies allow players to play with people globally through the Internet.

Comprehension questions:

C1 – It had a wooden board which consisted of thirty squares in three rows of ten.

C2 - historian Leonard Woolley

C3 - beneath the rubble of Shahr-e Sukhteh or the Burnt City in South-eastern Iran

C4 – modern chess

C5 - players compete to colonise an island called Catan