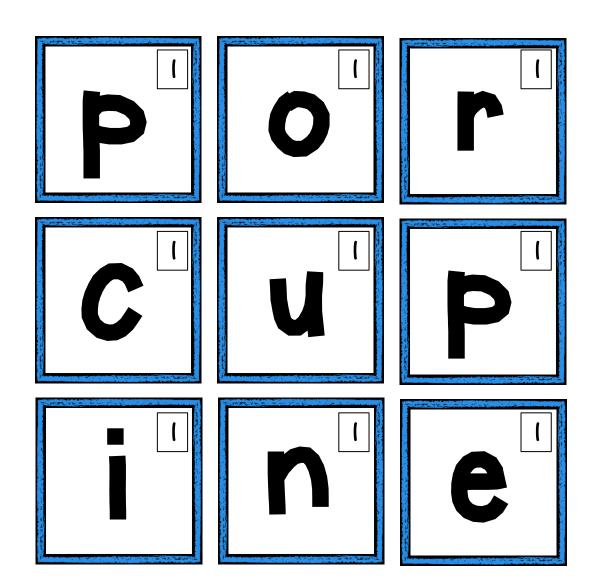
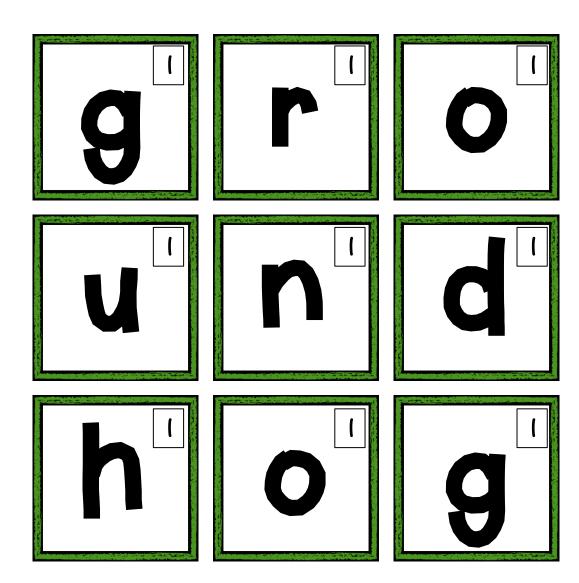
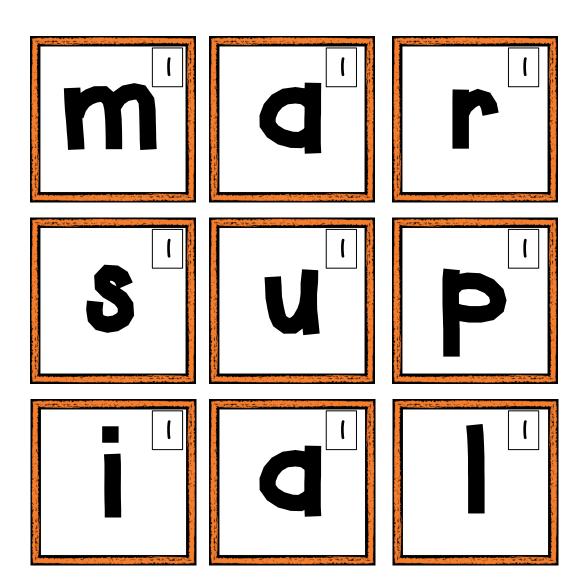


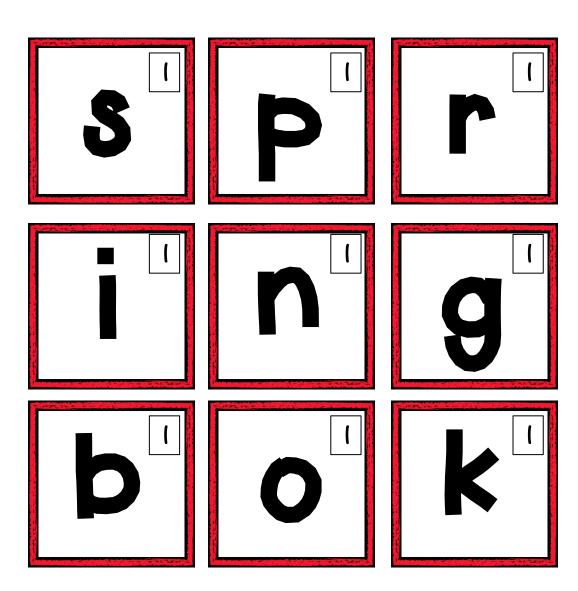
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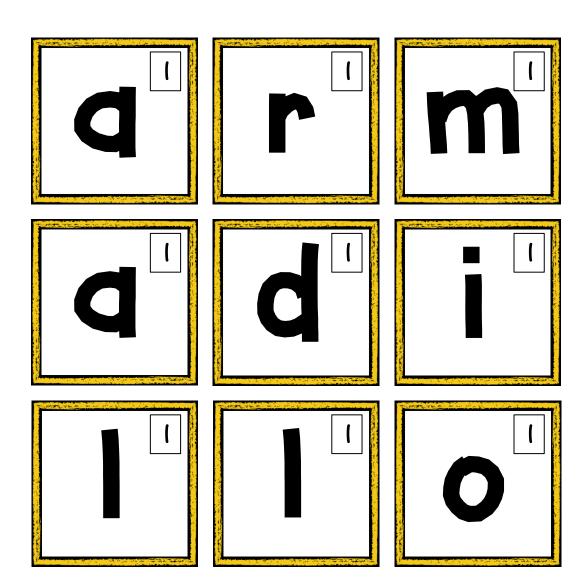


Round

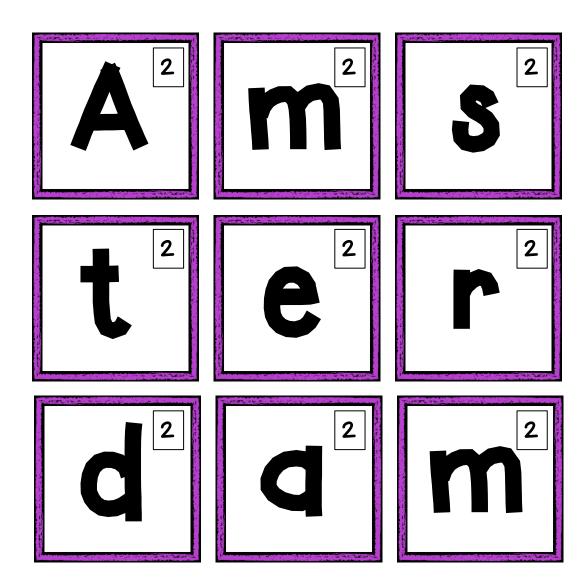




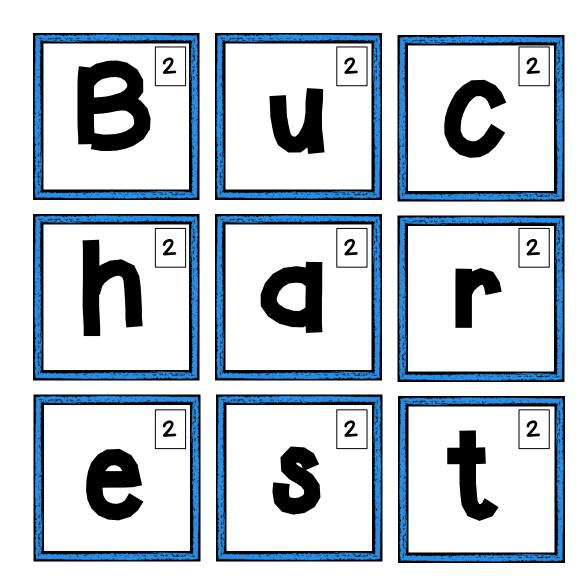
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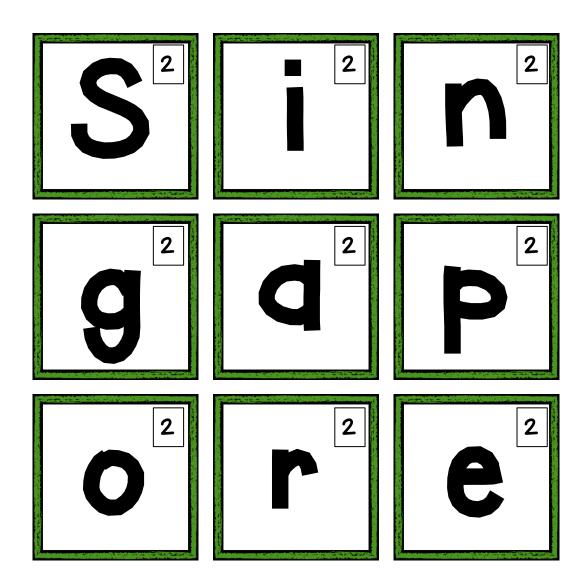
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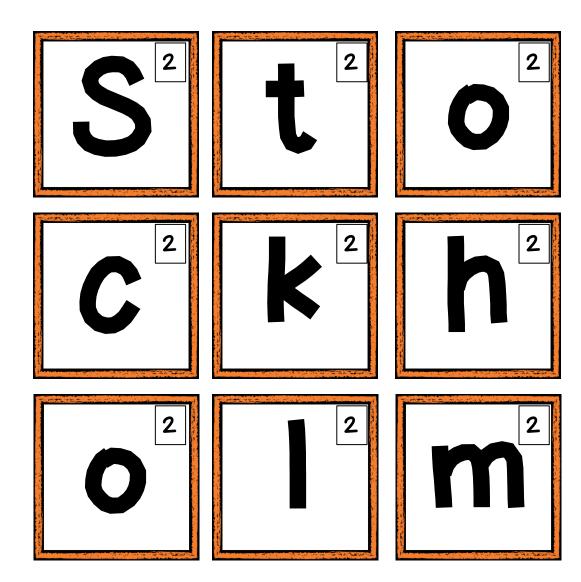
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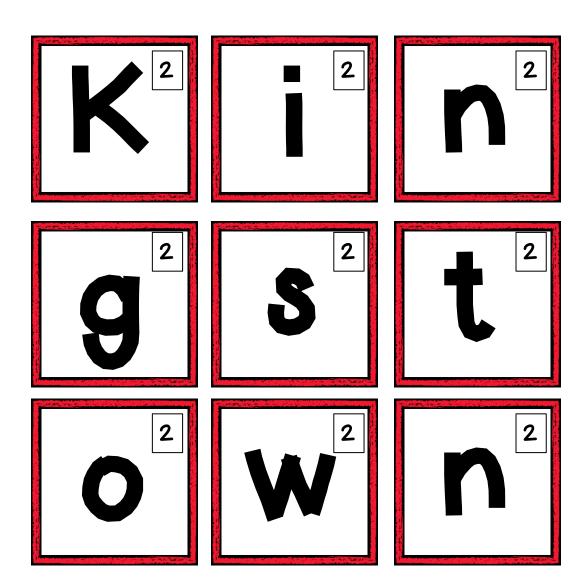
Round 2



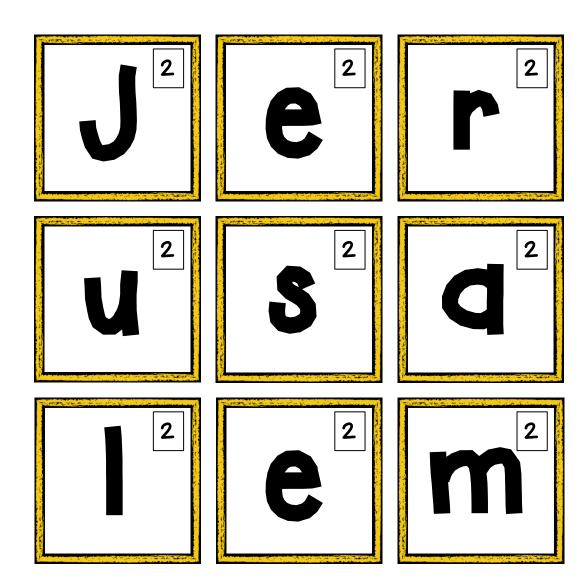
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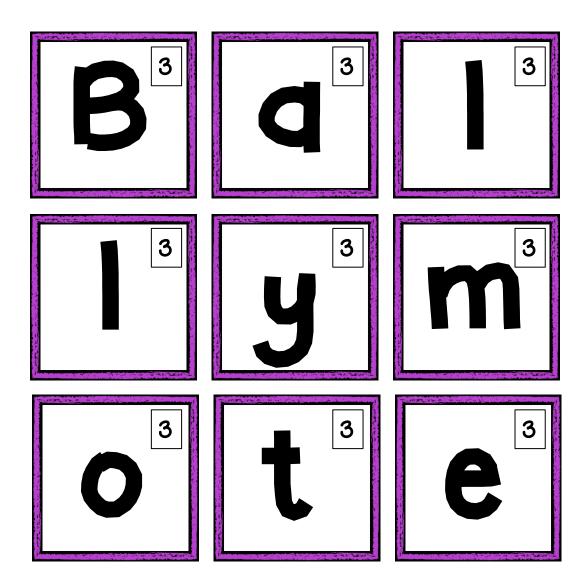
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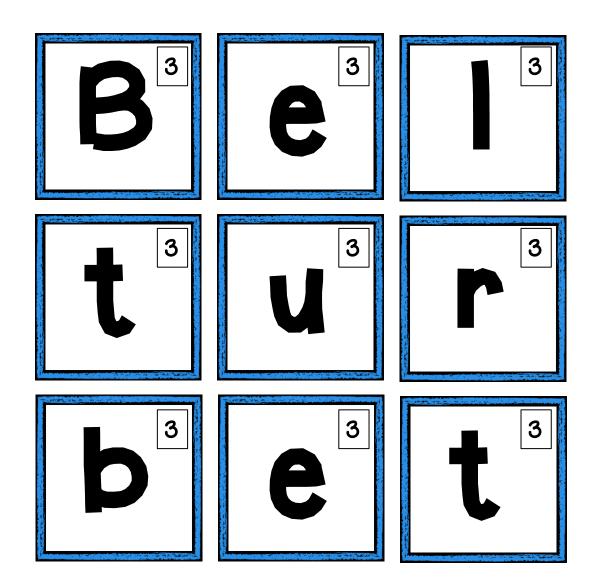
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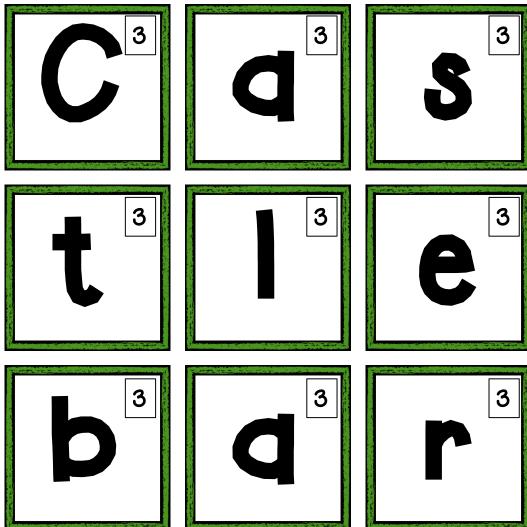
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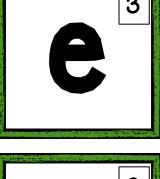


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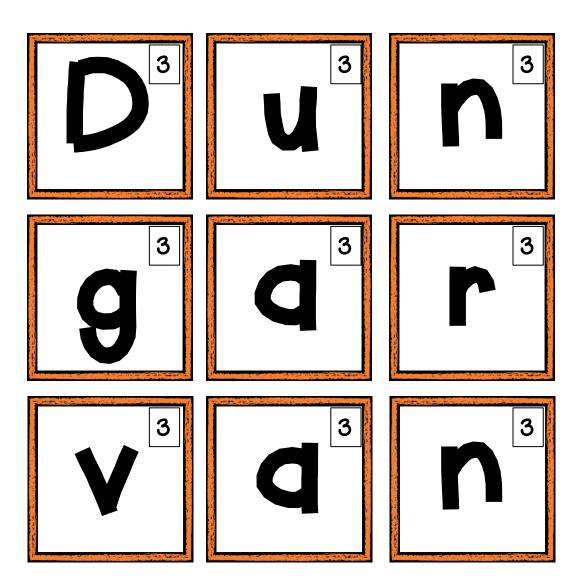


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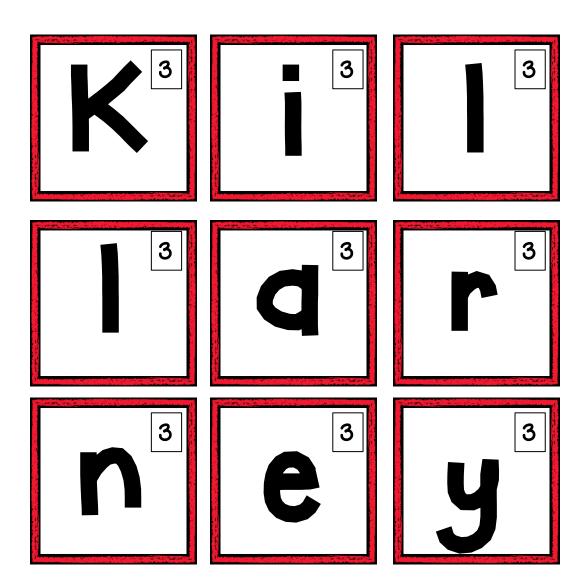




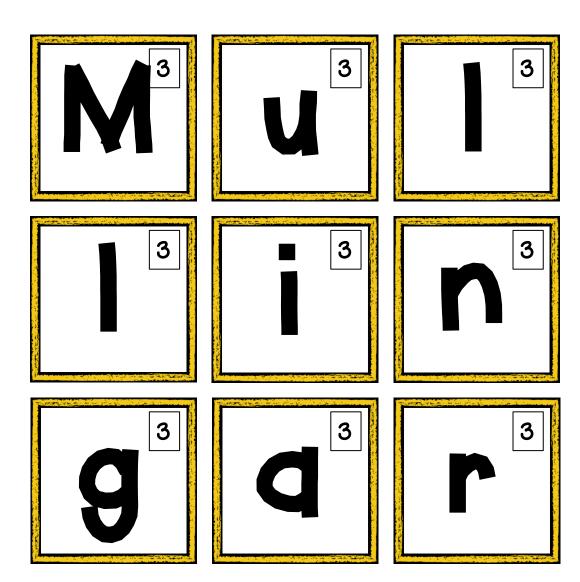
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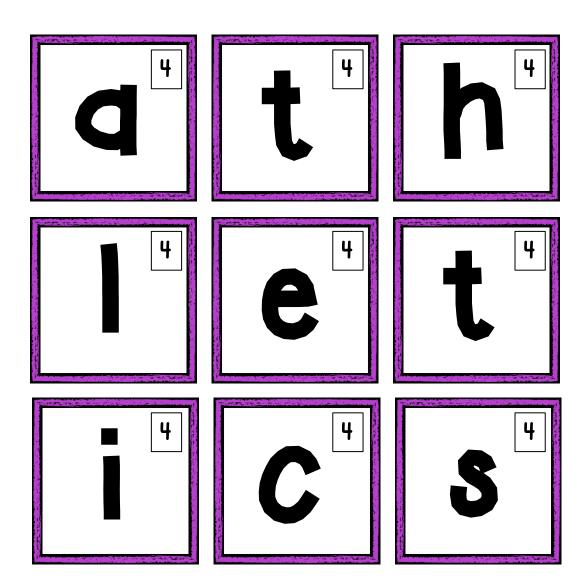


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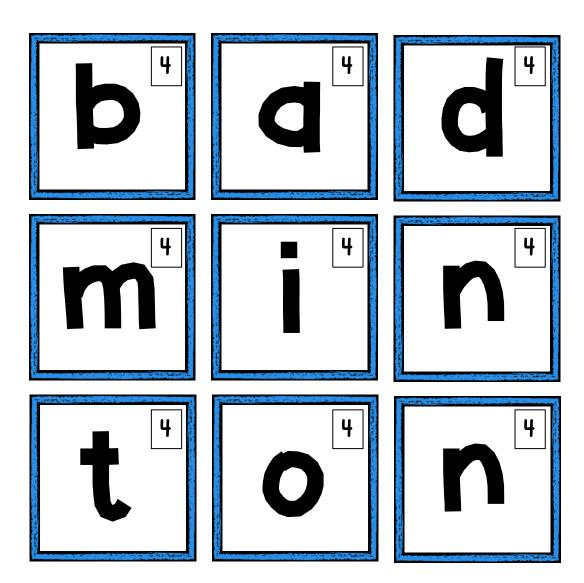


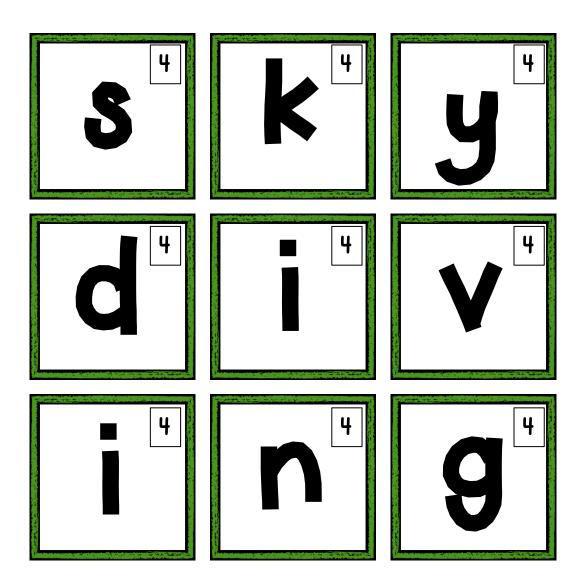
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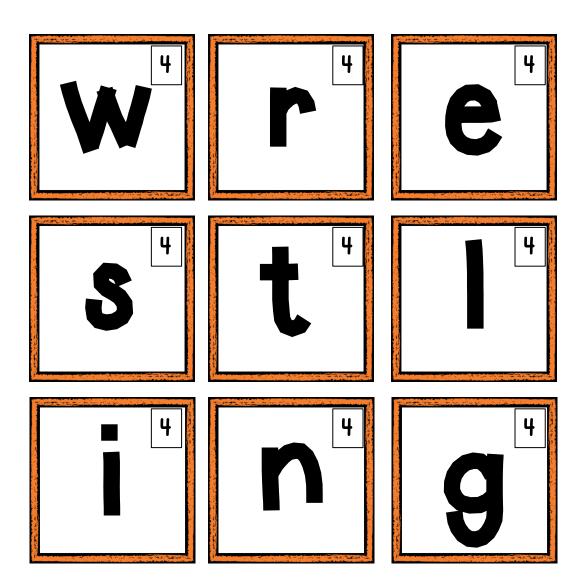


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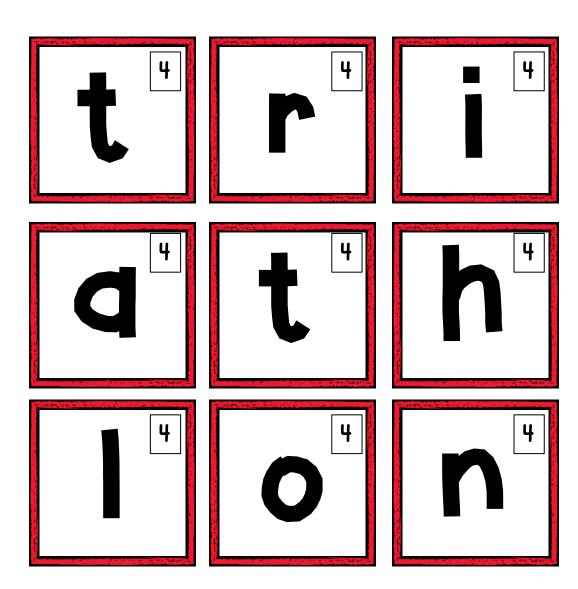




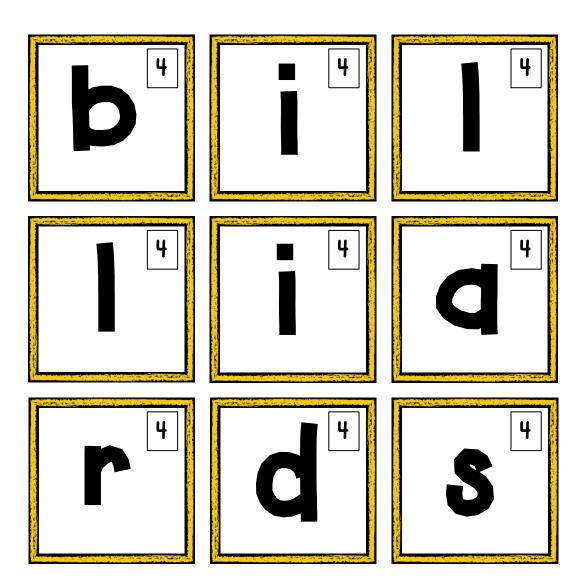
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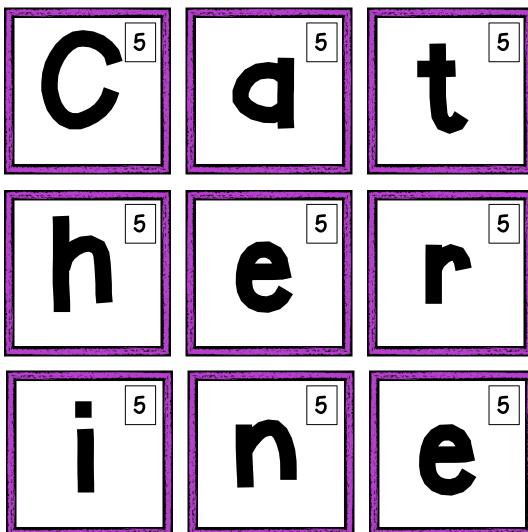
Round 4



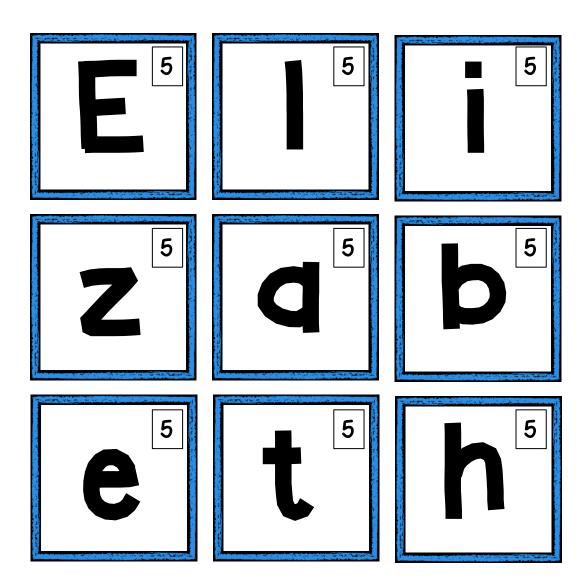
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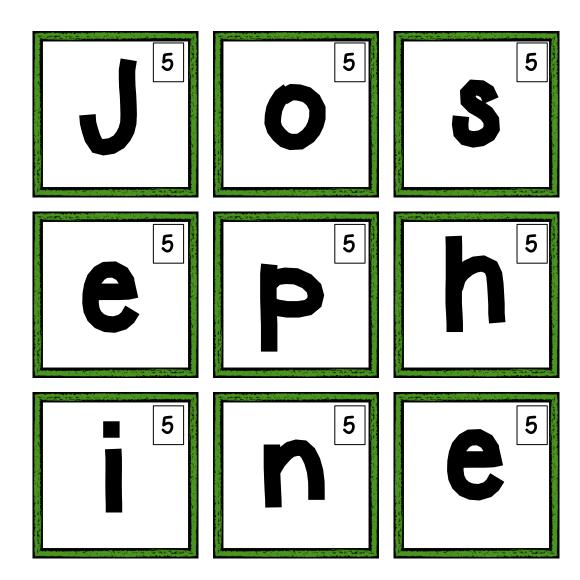


Round 5

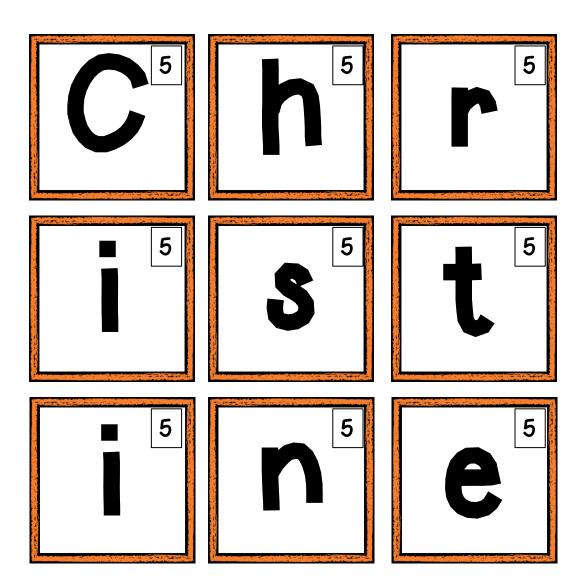


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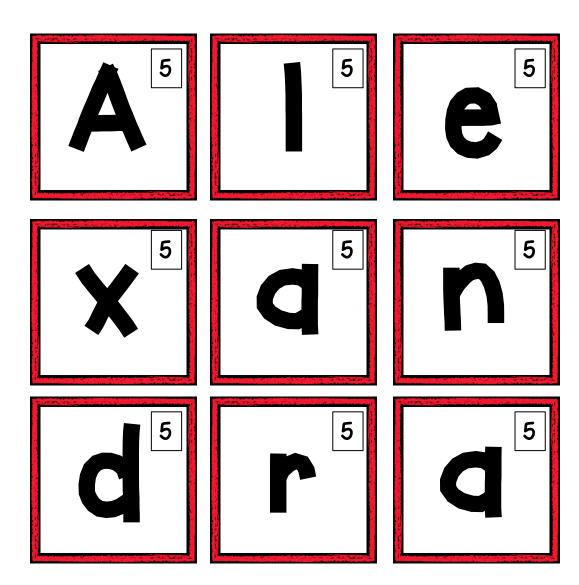




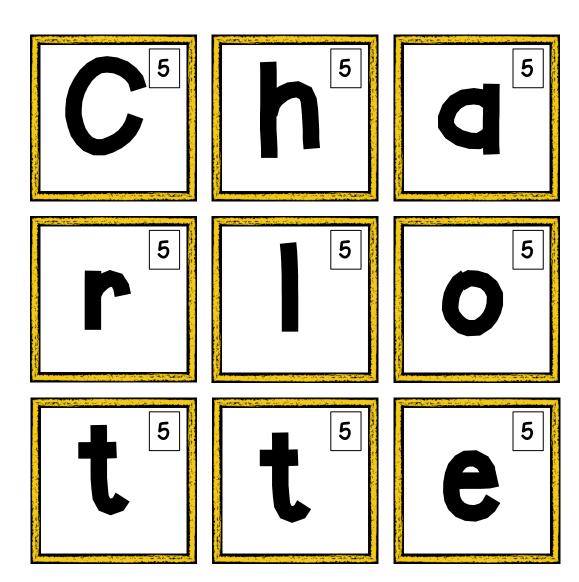
Round 5



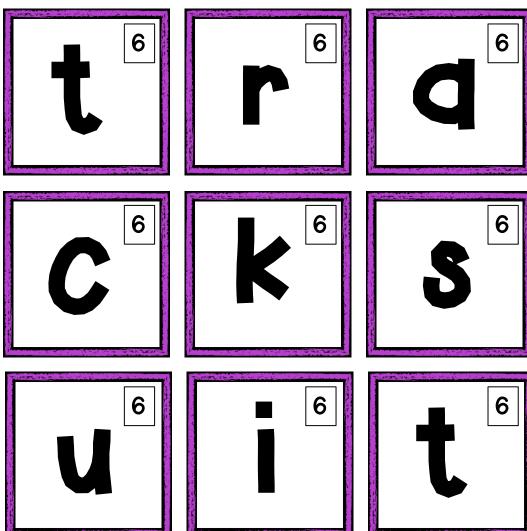
Round 5



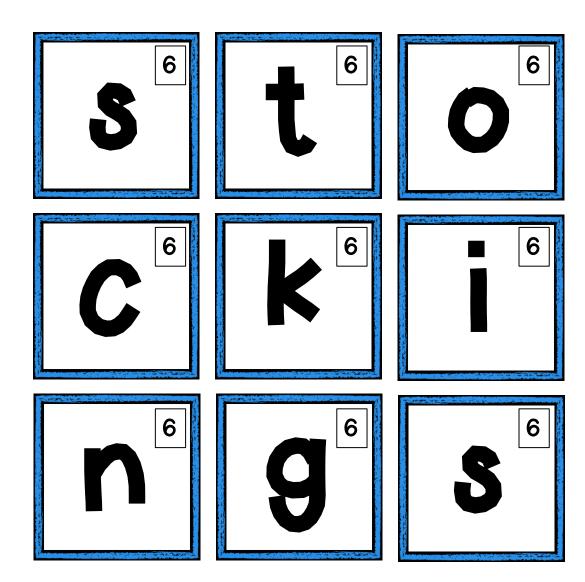
Round 5



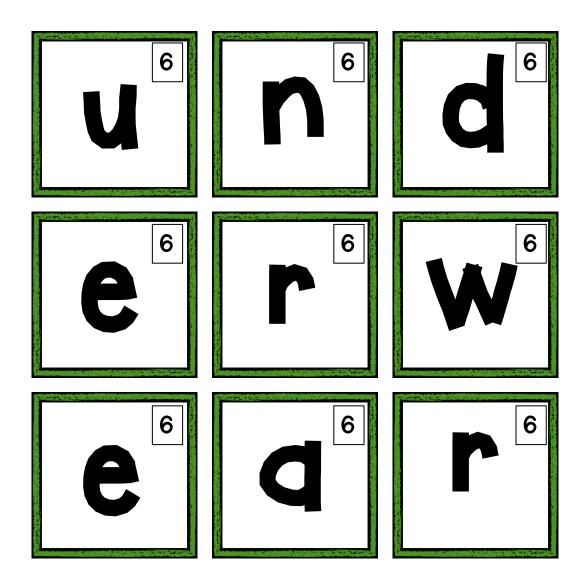
Round 6

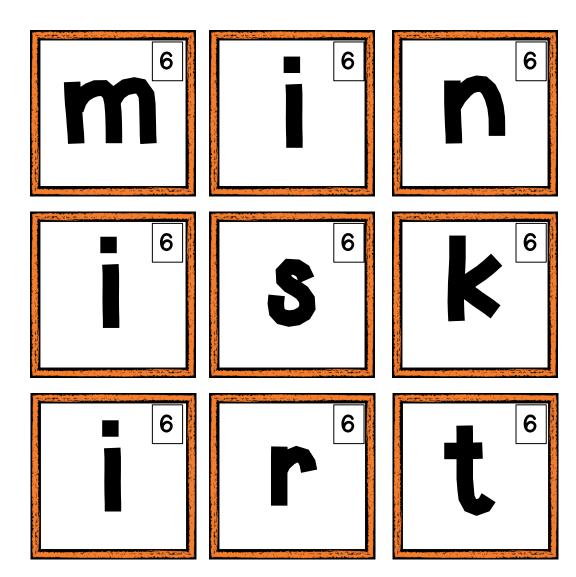


Round 6



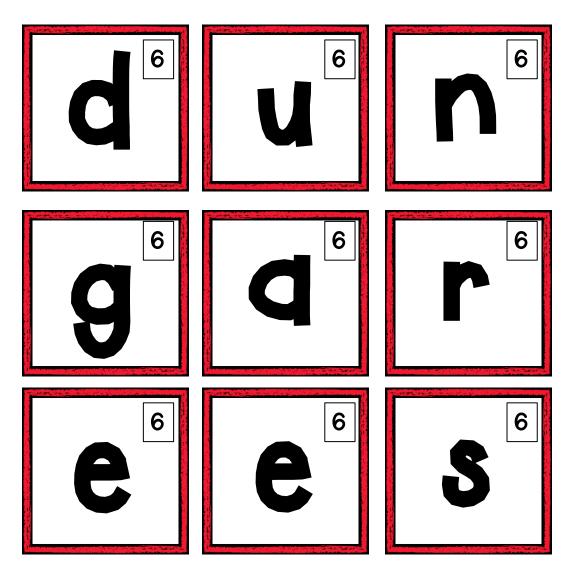
Round 6



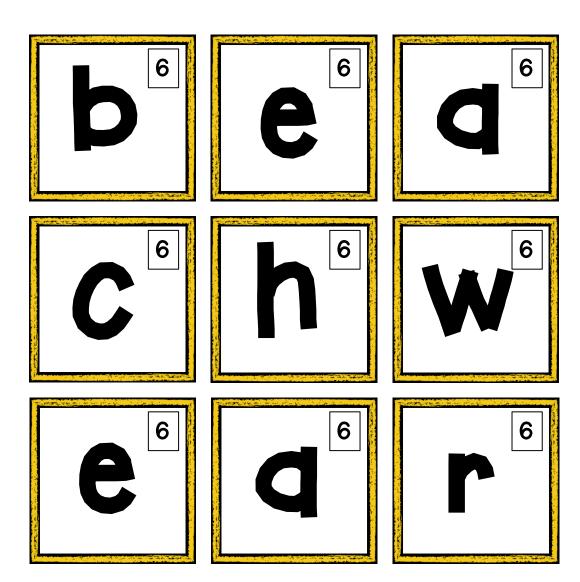


Round 6

Round 6



Round 6



ANSWERS

<u>Round I (animals/birds)</u>

- A: albatross
- B: porcupine
- C: groundhog
- D: marsupial
- E: springbok
- F: armadillo

<u>Round 2 (cities)</u>

- A: Amsterdam
- **B: Bucharest**
- C: Singapore
- D: Stockholm
- E: Kingstown
- F: Jerusalem

Round 3 (Irish towns)

- A: Ballymote
- B: Belturbet
- C: Castlebar
- D: Dungarvan
- E: Killarney
- F: Mullingar

Round 4 (sports)

- A: athletics
- **B:** badminton
- C: skydiving
- D: wrestling
- E: triathlon
- F: billiards

Round 5 (girls' names)

- A: Catherine
- B: Elizabeth
- C: Josephine
- D: Christine
- E: Alexandra
- F: Charlotte

Round 6 (clothes)

- A: tracksuit
- B: stockings
- C: underwear
- D: miniskirt
- E: dungarees
- F: beachwear

How to Play

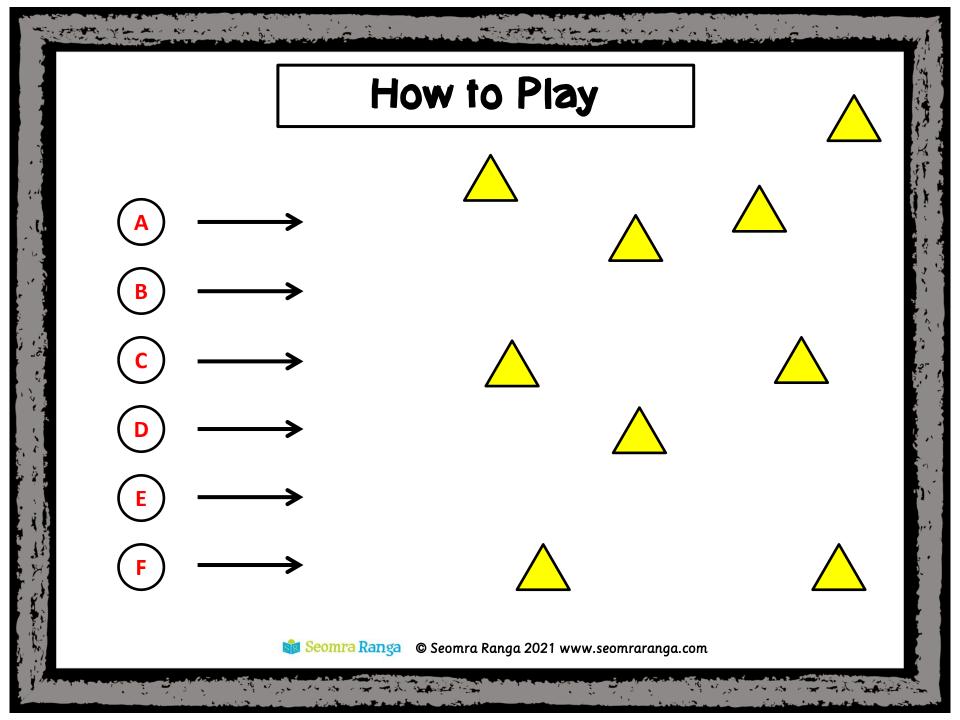
- Divide your class up into teams I have allowed for up to six teams.
 Place a laminated baseboard on the ground in front of each team.
- 2. Place nine cones around your space (hall, yard or pitch). Depending on age group, place the cones at a further distance for older pupils.
- Place <u>one</u> of each small laminated coloured letter under each cone eg one blue/green/orange/purple/red/yellow random letter goes under each of the nine cones.
- 4. The player at the top of each group has to run to a cone, take a letter of the same colour that matches the team base board, replace the cone and run back to their team with that letter. Each player takes a turn to run to a cone to get a letter for their team.
- 5. When all nine letters have been collected, the team must rearrange the letters to make the nine-letter word.
- 6. The first team to complete the nine letter word is the winner.

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How to Play

- 7. It's important for the rest of the team who are not running to pay attention to which cones have been visited by other members of their team, so as not to waste time running to the same cone.
- 8. If a player returns to their team with a colour letter not belonging to their team, that player has to return that letter to its cone and collect a letter from a different cone.
- 9. A player may only collect one letter at a time.
- 10. You could also have decoy cones with no letters underneath them.
- II. To make the game harder, you could move the cones further away.
- 12. The resource allows for six rounds of this game, with different words to be found for each round. Tell the pupils the word theme for each round so as to assist them in solving the word.
- 13. To see if pupils are paying attention, you could give them a different colour base board for each round of the game.
- 14. This game involves teamwork, strategy and problem solving and hopefully the pupils will enjoy it.

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