

Introduction:

This game is a board game in the style of 'Trivial Pursuit®'. Pupils are divided into 5 teams. Each team has a coloured counter for identification purposes. There are 5-7 children in each team. There are 5 different types of question cards in the High Five! game: Collaborate, Communicate, Think time, Literacy time and Exam time. The questions on these cards are to be answered by the team who draws them. In addition to the question cards, there are 5 Joker cards that present an extra challenge for all pupils to complete. The team that performs this challenge best wins the joker and can win a hand of their choosing.

Objective:

The objective of the game is to reach the 'Finish' point. This is achieved by beginning at the 'Start' point and travelling around the board, answering the 5 categories of questions correctly. (If time is short, the game can end once one of the teams has gained 5 'hands' on the board, thereby skipping the final stage.)

Procedure:

To begin: All teams begin at the 'Start' point. The teacher throws the coloured die to determine the team that begins playing first. For example, if the die lands on the colour 'red', the red team begin first. The other teams follow playing in a clockwise order.

1. The first team throws the die and moves its counter to the 'hand' of the same colour as the die. Eg. If the red team throws the die and it lands on the colour purple, the team moves its red counter to the purple hand. If the die lands on the colour white, the team can choose any hand.
2. The teacher picks up a question card from the top of the pile and reads the question to the team. (If the card is a Joker card, all the class get a chance to complete the challenge and the team that performs this challenge best wins the joker and can win a 'hand' of their choosing.)
3. The pupils have 5 seconds to consult with each other (in their team) and answer the question. (The teacher can be flexible with the time they give pupils to consult depending on their level and age. I.e. they should hold up their hand and count from 1 to 5 quickly (for higher level/older students) or very, very slowly (for lower level/younger students)). If the answer is correct, the team can give itself a High Five! As a reward, the team can take another turn, throwing the die. However, it cannot throw the die more than twice even if the second question is answered correctly! If the team cannot answer the question, it has to wait until its next turn.
4. The other teams follow the same process once it is their turn to play.
5. As the teams play the game, they should track their progress by marking their score cards at the bottom of the board with a non-permanent marker and/or on the downloadable score cards.
6. To arrive at the 'Finish' point, the teams have to throw the white colour on the die. The team that lands on 'Finish' first are the winners of the game. The teachers can give the team (and any other players who have participated well) a High Five! to celebrate their success.
NB. If a team lands on a hand, they have already gained, they must move to it and wait until their next turn.