

The diamond game

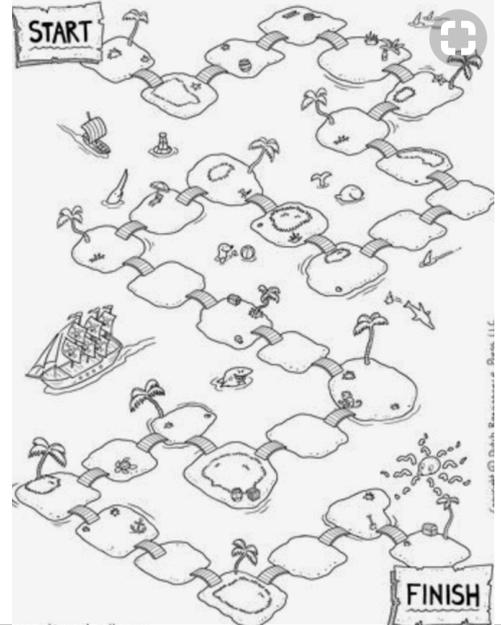
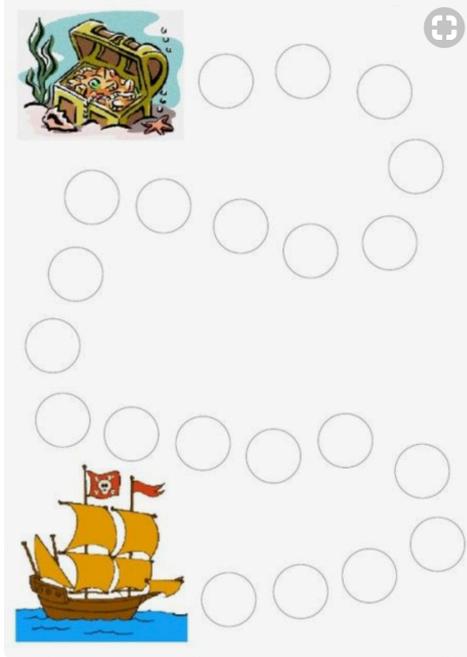
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| Level | Intermediate | |
| Age | Teens 13-15 years old | |
| Materials | Large A3 sheets or cardboard of similar size, coloured markers, card, glue, scissors, copies of instructions sheet, dice, magazine pictures, envelope with board samples, a few command cards written by the teacher | |
| Instructions to game makers | | |
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| Step | Actions | Materials |
| 1 | Draw a board outline for you game Colour your game board or do any other artwork necessary. | Colour markers, A3 sheets of paper/cardboard, envelope with sample outlines |
| 2 | Make some men, one for each player | Card, markers, glue, scissors |
| 3 | In your group, find answers to these questions about your game: <ul style="list-style-type: none"> 1. How many players 2. Where is the start and finish of the game? 3. How can you go the finish? 4. Which spaces are good? Make some command cards for them 5. Which are bad spaces? Make some command cards for the bad spaces. 6. Find a name for your game | Cards, pen and paper, recording device |
| 4 | Write your answers to the questions on a nice colourful instruction card | Paper or card. Pen, colours |
| 5 | Give the instructions and your game to another group to test it. Watch them play and see if you need to make any changes. | Board game, dice, instructions, men |
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**Sample
command cards**

Sample Board templates

The magician turns you into a frog. Lose two turns

It's your birthday!
Take two diamonds from each player as a birthday present.
They all have to sing "happy birthday to you" as they give you their gifts.



You were careless and left your diamonds in a pocket with a hole. Lose two,

Lucky you! You go into the garden and find FIVE diamonds under the roses!