

Database di strumenti pedagogici

Materiali stampabili

Caccia al tesoro inglese

La Caccia al tesoro inglese ha lo scopo di esercitare la conversazione in inglese. Si gioca come un classico gioco di dadi con un percorso di 24 caselle. Ogni casella corrisponde a una prova che un personaggio della storia deve superare: gli studenti devono rispondere a una domanda, cantare o elaborare un breve discorso...

Il Capogioco deve ascoltare la risposta data da ogni studente durante il suo turno e decidere se è formulata correttamente o meno. Se la risposta è corretta e ben formulata, il giocatore può continuare il gioco; in caso contrario, deve saltare un turno!

È richiesto un livello B1/B2.

ENGLISH TREASURE HUNT



YOUR SHIP SANK WHILE YOU WERE SEARCHING FOR TREASURE!
YOUR ADVENTURE STARTS HERE

Roll the dice and answer the corresponding question! Only then can you continue the game, otherwise you will skip a turn!
Can you reach the treasure? Beware! Someone may obstruct your journey!

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CONGRATULATIONS!
THE TREASURE IS YOURS!



01 – Ask the dolphin to save your life and bring you to shore!



02 – You are hungry but without money, ask the fruit seller to give you something. Don't eat everything, you might need something later!



03 – Ask a villager where the island's governor is



04 – The knight asks you to introduce yourself to enter the castle



05 – The king will give you a boat if you can tell him a nice story



06 – Your boat has no oars! Kindly ask the fisherman to borrow them.



07 – Your boat hits a rock! Stay still for a turn!



08 – The mermaid asks you to tell her about a place you visited to advance you.



09 – You have no strength, you have to eat! Sing a song to attract fishes. Don't eat everything, you might need something later!.



10 – A giant native wants to eat you. Offer him an alternative by explaining how to prepare a dish you know.



11 – The island is inhabited by ingenious monkeys. Make a treasure deal with them to build you a boat.



12 – The chef monkey will give you a special food if you explain a sport you know to him.



13 – Beg the shark not to eat you! If you have something to eat offer it to him, otherwise be very convincing!



14 – A horrible monster emerges from the waters. Give him something to eat or use your imagination to convince him how he could become cuter.



15 – Your boat hits a rock! Stay still for a turn!



16 – A soporific gaiser is likely to put you to sleep. Sing a song to keep you awake.



17 – Pirates want to sink you. If you have food to offer, give it to them, otherwise challenge them by asking them a riddle.



18 – A crazy seagull asks you to create a math problem for him..



19 – A witch will give you a sailing ship if you can tell her the names of three plants. Otherwise she will turn you into a toad and you will have to skip a turn.



20 – A sailor will explain to you how to reach Treasure Island if you can tell him three books that talk about the sea. Otherwise you will be stuck for a turn.



21 – Poseidon blows a contrary wind to keep you from reaching the island. If you have food, offer it to him, otherwise convince him to join one of the characters you met on the journey..



22 – A huge carnivorous plant emerges from the water. Give her something to eat or tell her a story to put her to sleep.



23 – The owner of the island will let you land if you dedicate a short story to her about a flower.



24 – CONGRATULATIONS! YOU HAVE FOUND THE TREASURE