

again to proceed along the board. If the answer is incorrect, on their next turn, the player takes another card from the same colour deck of cards where their counter is, without throwing the dice again. After two wrong attempts, the player proceeds by rolling the dice.

After each answer, the card is placed back at the bottom of the deck of cards with the same colour. The first player who completes the journey around the game board and puts their counter in the centre of the board, wins the game, only after guessing a final word chosen by their opponent!

According to the language level of the students, the teacher or group leader can choose which cards to play with, removing those which are not suitable.



*If students are at a more advanced level (B1-B2), they may use all the words they need, **except for the 3 clue words** on the card.*

CEFR:
Common European Framework of Reference for Languages

A1	Beginner
A2	Elementary
B1	Intermediate
B2	Upper-intermediate
C1	Advanced
C2	Proficiency

Triboo

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Let's play
in English

TRIBOO



TRIBOO

Aims of the game

The Triboo game is aimed at A2-B1 (CEFR) level students of the English language. The name Triboo is connected to the English word *tribe* (in this case, referring to a group of players).

The game components (playing board, cards, counters) also depict the tribal theme, with a step-by-step playing path which leads to the final prize of the totem pole in the centre of the board.

The Triboo game combines fun competition between teams or pairs of students, together with encouraging speaking and communication skills based on vocabulary, culture and interdisciplinary topics of the English language.



Contents

The Triboo game contains:

- 132 cards
- a playing board
- a dice
- 15 counters



(3)

How to play

You can play in teams or in pairs. Before starting the game, it is useful to show all the cards to the players to introduce the contents and educational aims.

In teams

Divide the cards into 6 decks corresponding to 6 different coloured categories (**Science, History, Geography, Sport, Entertainment, Art and Literature**). The six colours correspond to the spaces on the playing board on which you proceed by rolling the dice. Each team chooses a playing counter.

Players take turns to roll the dice. The player on the team who rolls the highest result starts the game and rolls the dice again to proceed along the board. The player looks at the colour of the space on which he/she lands and takes the first card from the deck with the same colour, without showing it to their team.

Each card presents a **keyword**. The player whose turn it is, must make his teammates guess the word in one minute, using only the English language and above all, the **3 clue words** that are on the card. The role of team captain can change on every turn.

If the team guesses correctly, the player rolls the dice again to proceed along the board. If the answer

is incorrect, on their next turn, the player takes another card from the same colour deck where their counter is, without throwing the dice. After two wrong attempts, the team proceeds by rolling the dice.

After each answer, the card is placed at the bottom of the deck of cards with the same colour.

The first team that completes the journey around the game board and puts its counter in the centre of the board, wins the game, only after guessing a **final word** chosen by the opposing team!

In pairs

Divide the cards into 6 decks, corresponding to 6 different coloured categories (**Science, History, Geography, Sport, Entertainment, Art and Literature**). The six colours correspond to the spaces on the playing board on which you proceed by rolling the dice. Players choose a playing counter and take turns to roll the dice. The player who rolls the highest result starts the game and rolls the dice again to proceed along the board. Depending on the colour of the space on which he/she lands, the opponent takes the first card from the deck with the same colour. Each card has a **keyword** that the player must guess in one minute, starting with the **3 clue words** that the opponent reads aloud.

If a player answers correctly, the player rolls the dice

(2)

(4)

(5)