

## In Tense Care – How to play ..

\*\* This game has been designed to be both a learning opportunity and a means of enjoyment for speakers of English as a second language . Native speakers of English could well find the game too easy , fast , and a little boring . With such people in mind , I have added the ‘ In Tense Care – Situation critical ! ’ trick-taking extention .

1. First print the board , ‘ In Tense Care ’ . I would suggest printing an enlarged version on A3 size paper ( A4 x 141% )
2. Then print , ‘ In Tense Care – 13 Activities ’ .
3. You require a dice ( ..I know , but I don’t like the singular ) .
4. Do ‘ Rock , scissors .. ’ , or use some other means to determine who plays first . Then go clock-wise .
5. 3 counters are required .
  - 4A . Place one counter on the white ‘ Start and Re-roll ’ space . This counter goes round the board clock-wise . All players , in turn , just use the same one counter .
  - 4B . Place one counter on the ‘ Counter Start ’ space in the green circle .
  - 4C . Place one counter on the ‘ Counter start ’ / ‘ I ’ space in the orange hexagon .
6. You require a pack of ‘ Playing Cards ’ ( hearts , clubs , etc..) Shuffle well , and place about half the pack face-down in each of the 2 positions on the board .
7. The first player rolls the dice , and moves the outer-most counter .
8. Some spaces require the counters in the green circle and orange hexagon to be moved 1 or 2 segments. Do as instructed.
9. Some spaces say , ‘ Card ... Go ’ . If you land on such a space , turn over the top card of one of the 2 playing card decks . Then consult the print , ‘ In Tense Care – 13 Activities ’ . Using the 2 counters in the orange hexagon and green circle , say the appropriate English sentence . If you can say it correctly , you get to keep the card . If not , return the card to the bottom of the deck .
10. Only turn over a playing card if the outer-most counter is

on a space that reads, ' Card ... GO '.

11. Here's an example : Andy ( the first player ) rolls the dice . A '1' appears . The counter is moved one space . This space says to move both the counters in the green circle and orange hexagon one segment each . So the orange hexagon counter is now on ' Andrew or He ' , and the counter in the green circle is on ' will ' . The space says ' Card ...Go! ' . So the top card of one of the decks is turned-over . It is a ' 7 ',- ' take a bath ' . So the sentence then is ' Andrew ( or He ) will take a bath ' . If that is correctly said , the card is kept . It is then the next player's turn .
12. The first player to get 10 cards wins ! ( ..unless you decide to continue by playing the extention , ' In Tense Care – Situation Critical ! ) '.

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