



FAIRY TALES IN GAMES





Aims of the game

FAIRY TALES IN GAMES is aimed at A1-A2 (CEFR) level students of the English language. The game encourages:

- Comprehension and memorisation of engaging materials;
- Learning vocabulary and basic grammar structures.

Contents

FAIRY TALES IN GAMES contains:

- 132 cards
 - 125 cards with multiple-choice questions
 - 7 special cards
- counters
- coins
- playing board
- numbered dice
- instruction booklet

The cards are in two sets:

- playing cards
(125)

There are 25 playing cards for each story with a question and 3 possible answers.

The correct answer is highlighted on the card.



- special cards
(7)

The special cards help or penalise the players during the game.

The playing board has five paths with one for each story. Each path contains 20 spaces and the final space is in the centre of the board. Each path includes spaces for the special cards. At the end of each single path, the player can then move on to the next story.



How to play

The game can be played with a maximum of 5 players or 5 teams, plus a game leader.

Each player or team chooses their own colourful counter and can start with their preferred fairy tale. Each player/team places their counter on the “start” space and throws the dice.

The player who throws the highest number starts the game.

The player rolls the dice, and at the same time, the game leader takes a playing card from the deck corresponding to the fairy tale in which the player is located. The game leader reads the question, waits for the answer and checks if it is correct.

If the player or team answers correctly, they can advance along the playing board according to the number on the dice.

If the answer is incorrect, the player/team remains on the space without moving forwards. If the player or team lands on a special space, they must take a special card and follow the instruction.

Each time a player/team completes a fairy tale, they receive the corresponding coin and proceed to the next fairy tale.

The player/team who receives the five coins for all of the fairy tales, or who receives the most coins in a set time limit, is the winner.

- Allow players to look at and read each fairy tale before playing the game.

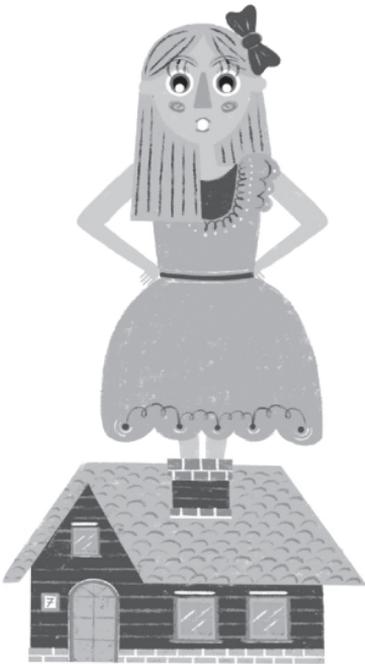
- The teacher can choose to use all of the cards or a selection of cards, according to the language level of the students.

- The questions are closely connected to each fairy tale and relate to content, vocabulary and grammar.

ALICE IN WONDERLAND

Alice is with her big sister in the garden. They are reading a book with no pictures or words! Suddenly, a White Rabbit appears. He runs fast, looks at his watch and cries out 'Oh dear! I'm late!'

Alice follows the rabbit down his hole and finds herself in a room with lots of big and small doors. The doors are all closed. There's a key on a table. The key opens a very small door, but Alice is too big to go through the door! Then Alice sees a bottle on the table. She reads the words 'DRINK ME'. Alice takes the bottle



and drinks it. She becomes very small, but... the key is on the table and now Alice is too small to get the key!

Then she finds a biscuit with the words 'EAT ME'. Alice eats the biscuit and she becomes very very tall! She's too tall to go through the door. Poor Alice is sad and cries. Her tears make a pool of water all around her. Then she becomes small again. She swims in the pool of tears and enters Wonderland!

Here she meets a mouse and other animals. She runs with the animals to get dry. Then she sees the White Rabbit again and she follows him to his house. The White Rabbit thinks that Alice is his maid, Mary Ann, and he asks her to get

his gloves and a fan. When Alice is in the Rabbit's house, she sees a bottle and decides to drink it. Alice becomes tall and breaks the roof of the White Rabbit's house! Alice is scared. She sees a cake and eats it and... she becomes small and escapes quickly. She meets lots of strange people on the road. Alice sees a Caterpillar who is sitting on a mushroom and smoking a hookah. Later the Caterpillar becomes a butterfly. The Cheshire Cat is a cat that disappears and then returns. Alice asks the Cheshire Cat for directions. He points to the road to go to the March Hare and to the Mad Hatter. The March Hare and the Mad Hatter are having tea together. There is a dormouse, too. He lives in the forest and now he's sleeping. The March Hare and the Mad Hatter tell stories and riddles. They constantly change places because in Wonderland it's always teatime! Alice continues along the road and meets a Mock Turtle. The Mock Turtle teaches Alice to dance the 'Lobster Quadrille'. Finally, Alice meets the Queen of Hearts and her soldiers. The soldiers are packs of playing cards. Alice and the Queen of Hearts play croquet, the Queen's favourite sport. The croquet mallets are flamingoes and the balls are hedgehogs! The Queen of Hearts is angry because one of her soldiers has stolen her tarts. Alice defends the soldier. She stands in front of the Queen and in front of all the people in Wonderland. But everyone is talking and saying silly things that don't make sense. Alice is angry. She wakes up and finds herself back in the garden with her sister.



HANSEL AND GRETEL



A woodcutter lives in the wood with his two children: his son, Hansel, and his younger daughter, Gretel.

One day, Hansel and Gretel go to the wood by themselves. They take white stones and put them on the ground to make a path back home.

A few days later, Hansel takes breadcrumbs and puts them on the ground to make a path, but the birds eat the breadcrumbs and the children can't find their way home.

Hansel and Gretel walk in the wood and arrive at a house made of sweets, chocolate and biscuits. They are very hungry and begin to eat the house. A kind old lady comes out and invites the children inside. At first the children are happy, but in the morning, they realise that the old lady is a wicked witch. She wants to eat the children. She locks Hansel in a cage and asks Gretel to do the cleaning and the cooking. 'Gretel, light the fire! Give Hansel the chicken and potatoes. I want him to be nice and fat so I can eat him!' says the witch.

Every morning the witch touches Hansel's finger to see if he is fat. But the witch can't see very well, so Hansel tricks her! He holds a chicken bone for the witch to feel. A few weeks later the witch wants to eat Hansel. She tells Gretel to light the fire in the oven. Gretel lights the fire and asks the witch to get the plate with the lunch. When the witch arrives, Gretel pushes her in the oven and closes the door. Then Gretel opens the cage and Hansel is free! The children look around the



witch's house and find a box full of treasure. The two children run into the wood and look for their house. They arrive at a river, but there isn't a bridge. 'How can we get across?' asks Gretel. Just then, a big white duck arrives and helps them to cross the river. Hansel and Gretel see their house and take the treasure to their father. They live happily ever after.



THE JUNGLE BOOK

Lots of animals live together peacefully in the Indian jungle. One day the wolves find a baby. It's a 'man-cub'. Akela is the leader of the wolves. The wolves meet and decide to look after the child. They call him MOWGLI, which in jungle language means 'little frog', and they keep him in the wolf pack, as part of their family. Bagheera the black panther, and Baloo the bear, help their wolf friends. They offer to educate and teach the boy, and help him to grow and learn the rules of the jungle. Mowgli is happy in the jungle. Baloo teaches him to find honey and fruit and shows him where he can



rest. Bagheera protects Mowgli from the dangers of the jungle. He teaches him the secrets of the jungle and how to talk with the animals. There are lots of stories about the jungle animals. Rikki-Tikki-Tavi, the mongoose, is a brave animal who defeats the cobra snake and saves the little boy. Then there is Toomai, a boy who wants to learn to tame the elephants. He meets Kala Nag, an elephant who shows him how to tame the elephants. Mowgli also meets the animals who live in the jungle. He meets the noisy monkeys who kidnap him because they want Mowgli to teach them how to use fire. The monkeys call fire the 'Red Flower'. Baloo, Bagheera and Kaa, the python, save Mowgli from the monkeys. Then they tell him the story of Kotick. Kotick is a white seal who wants to protect the seals from the hunters. He looks for a safe place for the seals to live. But Mowgli has got a terrible enemy. He is a tiger and his name is Shere Khan. He wants to eat humans. Mowgli fights Shere Khan, and Baloo and Bagheera help him to win the battle. Now Mowgli is a young man. He knows he has to go and live with the other humans. There is a village near the jungle and Mowgli decides it is time to leave his friends and the jungle. He says goodbye to Baloo, Bagheera, the wolves and all of his animal friends and goes to the village to live with the humans.



THE BREMEN TOWN MUSICIANS



A donkey works on a farm. He works all day and carries bags of flour on his back. The donkey gets weaker and weaker. He is tired and decides to run away to the town of Bremen. He wants to become a musician and sing and play in a band. Along the way to Bremen he meets an old tired dog. No one wants the dog and he doesn't know where to go. The donkey asks the dog to go with him to Bremen and become a musician. The donkey plays the lute and the dog plays the drum. Along the way they meet a cat. She's sitting on the road. Her master doesn't want her because she can't catch the mice. She's too slow. She likes sitting by the fire and purring. The donkey and the dog invite the cat to go with them to Bremen. Soon they hear a sound... 'Cluck, Cluck!' They see a rooster. The rooster isn't happy. He's sad. 'My master wants to eat me!' says the rooster. The donkey, the dog and the cat ask the rooster to go with them to Bremen. Now the rooster is happy and the four animals walk to Bremen. In the evening they arrive at a forest and they stop to rest. The donkey and the dog sit under a tree, and the cat and the rooster sit on a branch and sleep. But later the rooster sees a light... there's a house in the forest. The animals walk to the house.

They want to find somewhere to eat and sleep. The animals look through the window and see two thieves in the kitchen. They are sitting at a table and there's lots of food on the table. The animals have an idea. The dog stands on the donkey's back, the cat stands on the dog's back and the rooster stands on the cat's head.

They all sing together! The donkey sings 'Eeyore!', the dog sings 'Woof Woof', the cat sings 'Miaow!' and the rooster sings 'Cluck Cluck!'

Then the donkey kicks his legs and breaks a window and the animals go in the house. The two men are scared and run away.

The four friends stay in the house and eat the food. Then they go to sleep because they are very tired. The donkey sleeps in the stables, the dog sleeps behind the door, the cat sleeps near the chimney and the rooster sleeps under the window. They are tired and go to sleep.

During the night, one thief comes back and tries to enter the house. He lights a match and goes to the fireplace. But the cat wakes up and scratches the thief. Then the dog wakes up and bites the thief. Then the donkey wakes up and kicks the thief. Finally, the rooster wakes up and starts to sing! The thief is scared and runs away!

The thief finds his friend and tells him that there's a witch in the house who scratches, bites, kicks and shouts! The thieves decide to leave the forest and the four animal friends decide to stay in the lovely house. They are happy and sing together every day.



PETER PAN

Wendy lives in London with her family and her two little brothers, John and Michael. Every evening, Wendy tells her brothers a story at bedtime. John and Michael love listening to Wendy's stories. But they're not the only ones who listen.

Every evening a boy flies to the children's bedroom, he hides and listens to the stories. The boy who can fly is called Peter Pan. He lives in Never Land. On the island of Never Land, children don't grow up... they are always children.

One evening, at the end of Wendy's story, Peter Pan loses his shadow and Wendy helps him to find it. Peter and Wendy become friends. Peter asks Wendy to go with him to Never Land. He wants her to tell her stories to the Lost Boys and the children on the island.

Wendy and her brothers go with Peter Pan to Never Land. The fairy, Tinker Bell, is Peter Pan's best friend. She uses her magic dust to help the children fly. The children think of happy thoughts as they fly!



When they arrive in Never Land, they meet the Lost Boys and Wendy tells them a story. Together they have lots of adventures. They save princess Tiger Lily, the daughter of the Indian Chief, they meet the Mermaids, they fight Captain Hook, the head of the pirates, and his assistant, Mr Smee.

Captain Hook is Peter Pan's enemy. Hook is very scared of clocks because they remind him of the crocodile that ate his hand. The crocodile had an alarm clock in its stomach so when Hook hears ticking, he thinks it's the crocodile.

One evening Hook kidnaps Wendy, John and Michael, but Peter saves them. Peter, Tinker Bell and the Lost Boys go to the pirates' ship, the Jolly Roger. They free Wendy and her brothers and they defeat Captain Hook. Peter pretends to make the tick-tock sound of a clock. Captain Hook shouts 'Help! It's the crocodile!' and runs away.

Wendy, John and Michael are finally free. They decide to return to London to their mother and father. The Lost Boys go with Wendy and her brothers and now they can grow up. But Peter Pan stays in Never Land because he doesn't want to grow up!



CEFR:

Common
European
Framework
of Reference
for Languages

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

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by Riccardo Poto and Francesca Mazzi

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PO box 6 – 62019 Recanati - Italy

Tel. +39 071 750701 - Fax +39 071 977851

www.elionline.com

English version: Lisa Suett

Art Director: Letizia Pigni

Editorial Department: Gigliola Capodaglio

Production Manager: Francesco Capitano

Graphic design and illustrations: Sonia Poto - Double Arch

Coordination: Federica de Rosa - Double Arch

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