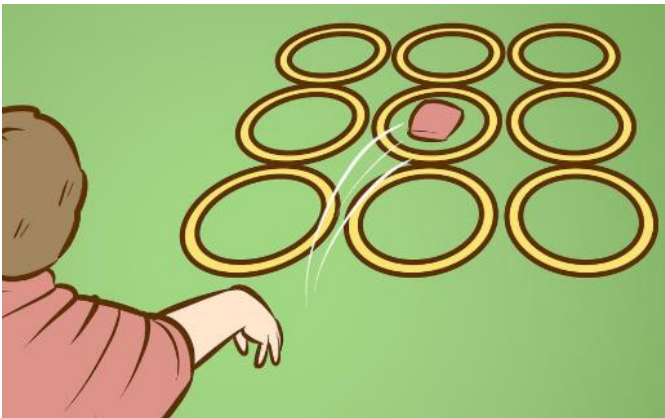# Instructions for a game

Your task this week is to invent a game and write a guide about how to play it.

Play some familiar games, following the instructions carefully, for example: Twister, skittles, hopscotch, stuck in the mud etc. Our theme this week is sport, so try to make it an active game.

Decide what kind of game it's going to be:

- Can you play on your own or do you need other players?
- Do you play it indoors or outside?
- Will you need equipment?

Plan your game and have a go at playing it. It could be a variation of a game you already know – at school, we have been playing tag using swimming noodles instead of hands – or a completely new game from your imagination.

Say the instructions out loud, making sure they are clear and concise. Teach someone else how to play your game.

Look at some real instructions for playing games and identify the features they all have in common.

Finally, **write your instructions**, using the success criteria from the next page. You could illustrate them too.

ROLL THE DICE
LET'S GET MOVING!
- RUN IN PLACE
- TOUCH YOUR TOES
- FROG JUMPS
- ARM CIRCLES
- JUMPING JACKS
- DANCE PARTY!

Hedgehog Class

Remember to include in your writing:

- A **title** saying the name of the game
- A **list of equipment** that will be needed
- **Time words** to show sequence, e.g. first, then, next
- **Finger spaces** between your words.
- **Correct letter formation** so your writing can be easily read.
- **Full stops** at the end of sentences.

Swift Class

Remember to include in your writing:

- A **title** saying the name of the game
- A **brief introduction** to the game to make it sound exciting
- A **list of equipment** that will be needed
- **Time words** to show sequence, e.g. first, then, next
- **'Bossy' imperative verbs** – e.g. *hop, run, jump*
- **Command sentences** that tell people what to do

Bee and Butterfly Class

You need to consider what is going to make your instructions easy to follow and understand! Think carefully WHO your game is aimed at, so you can write instructions suitable for them to follow.

As well as the Swift criteria, you need to include:

- **Introduction**, explaining the **AIM** of the game
- **Sub-headings,** e.g. equipment, how to play, rules...
- **Short**, command sentences (easy to follow!)
- **Fronted adverbials,** e.g. then, next, after that, etc.
- **Bullet points**
- Include at least **5 steps**
- Use **time connectives**, like first, then, next, to help order your steps

When you're writing, always think about whether you are using the correct punctuation. Have you joined two main clauses with a comma? If so, how will you change this?