

Cluedo

The following are some ideas for using the Cluedo board – you may want to change or adapt the rules to suit your pupils.

You will need:

Cards with pictures – preferably photos – of school objects that belong in the following places: classroom, office, hall, staffroom, playground, kitchen (or other areas more relevant to your own school).

Cards with photos of people around your school – e.g. the headteacher, classteacher, the secretary, the caretaker, a welfare assistant etc.

Playing pieces

2 dice

the playing board, adapted to your school and enlarged to A3

Game 1

Shuffle the cards and deal to all players

Players should sort their cards into people and objects and not let the others see

Playing pieces start on their own colours

Throwing the dice, players move round the board, entering rooms by the doors.

Once inside a room, a player can put down the cards that belong there. To reinforce the vocabulary it is important that pupils are encouraged to announce their move – “I have put the secretary in the office”, or “The secretary is in the office”

They must then, on their next turn, proceed to another room to deposit their cards.

Game 2

When pupils are more secure with the vocabulary and the idea of the game, the rules can be made more complex.

In this game the aim is to collect sets of cards.

You will also need a set of cards with the names of the rooms on

Cards are put into a room, face down

When a player enters a room, s/he picks up a card and looks at it, deciding whether to keep it or not.

The player then moves on to other rooms. The first player to collect two sets is the winner. When they announce their two sets, they must explain what they have done. – “I have got the caretaker in the hall with a broom.”

Game 3

This is more like the original Cluedo game. Players may need a checklist to record the process of elimination.

The cards are put into their three respective piles and shuffled. One card is removed from each pile and put in an envelope away from the play. No-one must see these three cards.

The rest of the cards are dealt out.

Players move around the board as before.

Once inside a room, players can guess at what the hidden cards are. The guess will be of a person and an object inside the room where the player's piece is – e.g. “I think it's the headteacher in the hall with the board rubber.”

The person on the left of the player must look at their cards and if they have either the headteacher, the hall or the board rubber card they must show it to the first player. (Only one card to be shown)

The first player can then eliminate this card from their reckoning. If the person on the left doesn't have any of those cards, then the next person has to look at theirs and show one if they have it and so on (so if none of the other players has those cards, the first player can assume they are in the envelope).

If any player wants to make a final guess at what is in the envelope, they must wait till their turn and make a guess instead of having a throw of the dice. If s/he is wrong. S/he must miss a turn.