are working, studying or writing. accelerates without ever feeling that they tun. They also find their learning more focused, try harder and have more lead to better learning. Learners become Introducing games into the classroom can

speaking good English. frequency words that are essential for time, students will learn many of the high vocabulary as they play. Within a short they move onto the next deck, building As they learn all the words in one deck, Drinking, "Places" and "Everyday Objects" around the themes of "People," "Eating & Race to London contains 4 decks based

Card Themes and Vocabulary

together to make grammatical sense. familiar with how important words work students will intuitively start to become "play around" with the cards. By doing so, addition, teachers can simply let students important grammatical principles. In Teachers can use the cards to demonstrate The cards can be used in different ways.

How to Make Sentences with KLOO® Cards

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peaking Out Loud	Learning Grammar
səsnətnə2 pniteər	High Frequency Words

Use KLOO ColourSense™ Cards for

speaking English out loud. game also encourages learners to practice many important words. The nature of the beginners) and learn the meanings of correct sentences (even if they are absolute arrange the cards to make grammatically

understanding of English. pome where at least one person has a good teaching, private tuition and learning at easy and fun. It is ideal for classroom designed to make learning English fast, Race to London is a teaching resource

As they play, students will be able to swiftly

ColourSenseTM cards throughout the game.

Players will use KLOO's award winning



language. Choose from French, of the Year? Play the game and learn a including Best Card and Board Game any other foreign language games games have won more awards than Did you know KLOO foreign language with KLOO, Ages 7 - 100 Learn French, Italian or Spanish

they can write. sentences up 12 words long - even before system will be able to make and read Children familiar with the KLOO sentence more games and lots of new animals. to more words, more complex sentences, Catch the Bug, introducing young readers

This award winning game follows on from

KLOO Zoo, Ages 4-6

to go here back photo Catch the Bug

children learning to read English. sentences, Great fun and perfect for young make thousands of grammatically correct them to play with words, arrange them and new reading experience for your child, allowing game makes reading fun and opens up a whole readers can catch the Elusive Reading Bug. The By making sentences and reading cards, little Catch the Bug, Ages 3-5

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LEARN TO READ ENGLISH

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you land on the special game board squares Special Hotel and Quiz cards that you pick up when

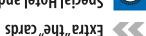


Table 2 dreen connection cards

FXTra red verb cards in different tenses

game board. The extension cards are all for free. cards for when you land on the special squares on the different tenses, more green cards and optional game www.kloogame.com. I here are extra verb cards in You can download extra KLOO cards from our website,

FREE KLOO Cards - Download, Print & Play



How to Play KL00's Race to London

Making A Sentence To make grammatically correct sentences using KLOO's ColourSense™ card system, there are just three simple rules!



Start a sentence by playing a red card with a big star on it.



To make your sentence longer, just play a card that matches the colour of the arrow on the card just played.



A sentence cannot finish on a double arrowed card - so you must be able to follow it with another card in order to

With these rules you can make nearly 3 million sentences with each KLOO deck!

"The" Cards

There are four "the" cards in each deck. Keep these separate and face up on the table for anyone to use to make a sentence. Once a sentence is made, players return the "the" cards face up to the centre again for the next player. You do not get any points for playing a "the" card.

TIP: If you want more "the" cards in a game, you can borrow them from other decks



Rules for KLOO's Race to London

No. of players: 2 - 4. Required: KL00 ColourSense™ Cards + the Race to London Game Board.

Aim: Win points by creating English sentences and translating. The first person to reach London wins!



Setting up the Game

i) Firstly, players agree how many circuits of the board they will make before heading into London. Two players racing once around the board once will typically take 25 minutes. Players also decide what deck they are playing with. Decks should not be mixed (unless players decide they want to make very odd

- ii) Players choose a coloured car and place it on the "GO" square.
- iii) Take out the four "the" cards and keep aside. These are used whenever needed and returned to the middle after use for other players to use.
- iv) The red star cards are kept apart to form a separate pile from the other
- v) Each player is then dealt 7 cards: 1 from the red pile and 6 from the other pile.
- vi) The undealt cards form 2 stockpiles: one of the red star cards and one of the rest. The red cards are placed face up while the non-red cards are placed face down. Players have the option of playing the top red card when making a sentence on their go. After each player's turn, players can draw from either stockpile to take their hand back up to 7 cards. However, they may only draw a maximum of 2 cards from the red card pile.
- vii) The player to the left of the dealer goes first and the game moves in a clockwise direction.

Scoring a Sentence

viii) Starting with a red card, the first player tries to create a sentence. A sentence can be 1 to 7 cards long. With the exception of the "the" cards, 1 point is scored for every card played in a sentence. The player moves their car one space on the board for every one point scored.

ix) 1 point is also scored for every card that the player correctly translates. These are also scored on the board.

How to Play KL00's Race to London continued

x) A player can play the top card from red pile if they wish. This is scored in the normal way.

xi) After each turn, a player picks up cards from either stockpile to take their hand back up to 7 cards. Players must always have at least one red card in their hand of 7. However they may only draw a maximum of two cards from the red

xii) Translated cards are turned face down into a used pile. However, any untranslated cards are left face up and kept separate on the table.

xiii) The next player to correctly translate one of these untranslated words, on their turn, scores an extra 3 points.

Making a Challenge

xiv) If one player believes the translation of another player is incorrect, they can make a challenge during the other player's turn. They can consult the **KLOO** vocabulary list, a dictionary or an English speaker (or teacher) to confirm the challenge. If the challenge is correct then the challenger wins three points while the other player scores zero points for their turn (but the cards are still played). If the challenge is incorrect then the challenger misses

xv) Anyone may also challenge someone who is translating an untranslated card. If the challenge is correct the person translating loses 3 points. If the challenge is incorrect the challenger loses 3 points.

Finishing the Deck

xvi) After one of the stock piles is exhausted, players continue to make sentences and play as many cards as they can to score further points. Players can draw and play single red cards as a sentence. This continues until no one can make any

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xvii) Players then place all their remaining cards in turn on the table and have 1 point deducted for any cards that they cannot translate. Any translation attempts may be challenged in the normal way (see xiv). On their turn, a player may attempt to translate any single unstranslated card left in the centre to gain an extra 3 points. The next player may then have the chance to translate another untranslated word. Again, all translation attempts may be challenged. Points and penalties are scored on the game board but if a player lands on a Hotel or Quiz square (see below) at this stage of the game, nothing happens.

xviii) Any remaining untranslated words can be translated at the end of the game using the KLOO vocabulary list, a dictionary or by referring to a teacher.

ixx) The cards can be re-shuffled and 7 cards dealt again. The game continues until a player wins the Race to London on the game board.

Special Squares

If you land on a Hotel Square you can pass any card you wish from your hand to another player. You then select a card (without seeing the words) from the other player's hand to take both your hands back up to 7 cards.

If you land on a Quiz Square you have the option to translate the top red card for an extra point and move one square forward.







