

## **Language Scaffolding – Game on!**

### **Dice**

You need a dice to come into the game. If you throw a six with your dice, you can start.

### **Counter**

It's a coloured object that every player needs to play the game.

### **It's your turn**

You are the next one to throw the dice.

### **Miss a turn**

You have to leave out a round.

### **Move on**

Go forward with your counter.

### **Move back**

Go back with your counter.

### **Space**

You move from one space to another on your game board. That means: If you throw a five, you move on five spaces.

### **Stack**

Lots of cards lie one on top of another.