

FAIRY TALES IN GAMES



WHAT IS IT?

Fairy Tales in Games is an educational and fun game which combines the telling of five traditional fairy tales with learning basic English vocabulary and grammar.

LANGUAGE AIMS

The game allows students to memorise the wonderful and engaging contents of the selected fairy tales and to learn or revise the vocabulary and grammar elements included in each fairy tale: *Peter Pan*, *Alice in Wonderland*, *The Jungle Book*, *The Bremen Town Musicians* and *Hansel and Gretel*.

CONTENTS

The game includes **132 cards**: 125 cards with questions and answers (25 cards for each fairy tale), 7 special cards, **a playing board** with 5 paths, **counters, coins**, and **a dice**.

DISTANCE LEARNING

The playing board full of details and the cards with multiple-choice questions make this game an excellent, fun and stimulating tool which can be easily used during distance learning. During online classes and courses, the teacher can coordinate the game and the related educational activities by moving the counters along the playing board.



English:
Fairy Tales in Games
9788853630124

French:
Jeu de fables
9788853630131

German:
Das Märchenspiel
9788853630148

Spanish:
El juego de los cuentos
9788853630155

Italian:
Fiabe in gioco
9788853630162