## ore

| 50 |  | 64 | 6 | 14 | 80 |  | 28 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 77 | 32 | 91 | 19 | 52 | 18 | 84 | 10 |
| 16 | 66 | 1 | 73 | 51 | 96 | 74 | 40 |
| 12 | 34 | 95 | 25 | 2 | 70 | 61 | 47 |
| 88 | 30 | 0 | 36 | 72 | 67 | 13 | 97 |
| 45 | 3 | 11 | 60 | 17 | 56 | 86 | 100 |
| 90 | 5 | 43 | 92 | 63 | 82 | 4 | 21 |
| 7 |  | 15 | 78 | 20 | 89 |  | 39 |



## How to play:

This is a game for students to play in pairs to practise the numbers 0-100 in French. Each pair will need one game board, from which they will need to cut out the two black knight counters and the two white knight counters. Each player will need a coloured pen.

The players have 2 knights each. They place their knights on the two red circles on their side of the game board.

The players take it in turns to move around the board like the knights in chess*. Each time they land on a number they have to say it correctly in French. If they say it correctly they get to cross that square off with their coloured pen. They cannot move onto any square that has already been crossed off by the other player.

The winner is the player with the most squares coloured in their colour.
*Knights can only move in an L-shape.
For more information - http://www.princeton.edu/~jedwards/cif/basics6.html
Tip - to make a reusable board, laminate the boards and get the students to make their squares with a whiteboard or OHP marker.

