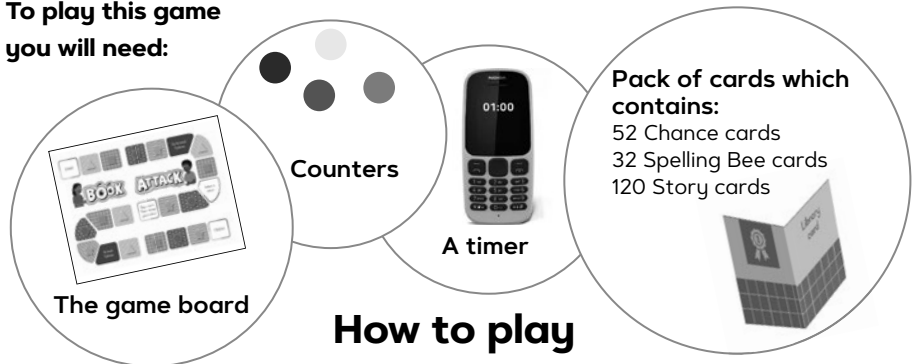


BOOK ATTACK GAME

Test your speed and ability to read and understand

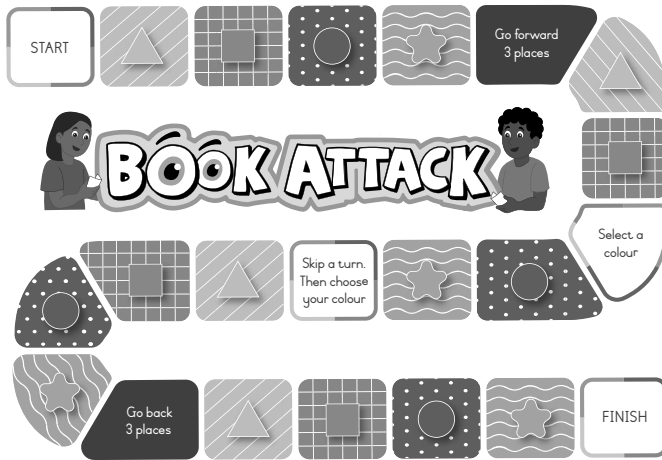
Book attack is a reading board game. It can be played in groups or in pairs. The object of the game is to reach the end of the board first. You gain points from answering the reading card questions correctly and then moving along the board according to how many questions you answer correctly at each turn – or according to the instructions on some of the cards.

To play this game you will need:



How to play

1. You need at least two teams to play against each other.
2. Each team has two to six players.
3. Each team gets a counter.
4. Put the cards in four piles according to pattern.
5. The counters are placed on the START block.
6. Decide which team goes first.
7. One person in the the first team takes a card from the top of any pile to start and reads the heading and story out aloud to their group.
8. A second reading may be done if the card has a ** asterisk or says it can be read twice.
9. Once the card has been read to the group, turn on the timer to start the 1 minute countdown.
10. The reader asks his/her team the questions on the card. They must NOT show the team the answers.
11. Once the timer has run out, the team adds up the number of questions they got correct. They move their counter the same number of blocks forward.
12. Each team has their turn.
13. On their next turn each team picks a card with the same pattern as the block that their counter is on.
14. They then follow the instructions on the card.
15. If your counter lands on the 'select a pattern' or 'choose a pattern' block, the team can choose which category card they want to read.
16. The first team to get to the end of the board wins the game.



Thanks to the Western Cape Government Department of Cultural Affairs and Sport, Community Chest, YearBeyond and The FunDza Literacy Trust. This game was conceptualised by youth giving a year of service as tutors in the Western Cape flagship youth project, YearBeyond. YearBeyond challenged the youth to find innovative ways to promote literacy and reading and the group who conceptualised 'Book Attack' were the winners of the Social Innovation Challenge in 2018.

A number of stories used in this game were adapted from stories produced through the African Storybook Project and Book Dash, both Creative Commons projects. These include: *Foxy Joxy plays a trick* and *Why is Nita upside down?* (Book Dash); *How Toad got its skin*, *Chicken and Caterpillar*, *Children of Wax*, *Animals run away*, *Eagle's Needle*, *Donkey and Ox*, *Lion's fire sticks*, *Clever Jackal* and *Foolish Crow*, and *A tiny seed* (African Storybook Project). We thank both projects for their amazing creative resources that are delighting children across the globe.

In addition, FunDza recognises the following for their contributions to the Book Attack game:

The original 'Book Attack' team: Asithandile Tyulu, Connor Hoedemaker, Ellenay Taylor, Moegamat Hermanus, Nangamso Matinyana, Okuhle Mwhala, Phegello Mphaga, Rebecca Esau, Somila-Sande Mgobozi and Thando Ngqwamba.

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