

Title: “Game of Richman”

Level: low intermediate level to high advance level

Aims: develop reading speed and accuracy; review reading strategies

Class time: 30mins-50mins

Preparation time: 30mins-60mins

Material: folded reading cards, map for the game, fake money, and dice, timer, number cards.

Rational:

It is important that students read in a constant speed and fluently. If students read too slowly, it is easy for them to forget the front passage, and they will have a difficult time to understand the passage. But, read too fast is not a good thing too. As Nation (2009) mentioned if a person read too fast and only can comprehend a small part of the reading, it is pointless for the person reading in a fast speed. To help students to improve their reading skill, the training of reading in a constant speed is inevitable. This activity is to help students to develop their reading fluency and speed.

The idea of this activity is borrow from the game, “RichMan”, develop by Softstar Entertainment Inc.

Procedure:

1. Get students into group of 4
2. Pass the map, folded reading cards, fake money and dice to each group. Each student in the group has \$10000 fake money for buying lands on the map.
Reading card: Chinese sentence or short passage on the right side of the front side of the cards, the left side of the back side of the card is English translation. (These cards are folded left to right so students only can see Chinese passages while they read the cards.)
Fake money: pass each student ten pieces of \$500 bills, ten pieces of \$300 bills, and 20 pieces of \$100 bills. (These are for students to buy lands)
Dice: 1-6 steps that students can move by rolling the dice
3. Explain to the class how to play the game, and model the game to students.
4. Pass a set of folded number cards to each group.
5. Each student in their group decides the sequence of rolling the dice in the game by picking the number cards.
6. First student in each group starts to roll the dice. If the dice shows 1, the student can move his/her character one step forward, but in order to do it, the student need to pick a reading card and read the Chinese sentence or short passage in 15 seconds, and then explain to others in the group what does the reading mean in English. After the student

explain, the student can open the folded reading card and show to the rest of students in the group to check if he/ she explains correct or not. If the student answer correct, he/ she can move one step forward and buy the land that he/ she is going to move to, and then pass the dice to the other student in the group according to the sequence. If the student doesn't answer correct, the student needs to stay in the same position, and then pass the dice to the other student in the group according to the sequence.

7. Students keep playing the game until they reach the ending point of the map, and raise their hands.
8. Teacher checks with the finished groups and see who buy most the lands and give prize to the winners.

Option:

1. Teachers can choose the appropriate texts to put on the reading cards according to students' reading ability. Teachers can make the map as complicated as they want and add more elements inside. For example, they can set a rule that in what situation, students can buy the lands that already bought by other students or students can lost their lands under certain situations.
2. Since this game require quite amount of reading cards, teachers can let students to do their reading cards for other groups. (This could be an activity for making reading cards.) Each student in a group can make 10 reading cards and they can select 10 Chinese sentences from books that teachers provide to them, and then they can try to translate the sentences into English. Teachers can double check the translation of the reading cards. After each group prepares their set of reading cards, they can switch their reading cards with another group, and start the game.

Reference:

Nation, I. S. P. (2009). *Teaching ESL/EFL Reading and Writing*.Oxon:Routledge

Softstar Entertainment Inc. (2002). *RichMan*. Taiwan. Retrieved from:
<http://www.softstar.com.tw/>