**[](http://www.google.fr/imgres?imgurl=http://www.cdefi.fr/servlet/com.univ.collaboratif.utils.LectureFichiergw?ID_FICHIER=7651&imgrefurl=http://www.cdefi.fr/1222079501528/0/fiche___ecole/&RH=1141903513924&h=255&w=400&sz=13&tbnid=BFVn3A9ueooXbM:&tbnh=85&tbnw=134&zoom=1&usg=__OgOMC_6XuhPQxU4798FAGOHilEc=&docid=x2GmUYjJQ6qrUM&hl=fr&sa=X&ei=lVFbUa_hEMG3O8-EgYgC&ved=0CE8Q9QEwBA&dur=908)****Minimum prerequisite level: A2**

**Number of players: 3-12 players ( 1-4 players per team)  
Accessories: 1 hourglass or timer, game cards, monolingual dictionaries for weaker students, 2 dice.**

**Student notebooks to add words.**

**Teacher tips:**

* **Associate this game to your class work as a warm-up or revision.**
* **Make sure all the accessories are there and that students understand rules.**
* **Create your own words based on current programs.(insert adjectives, adverbs, process verbs, etc ..)**
* **Make sure students can express opinion and use linking words correctly.**
* **Observe and intervene if needed by walking around the class to supervise and keep track of difficulties.**
* **Encourage students to take notes of new words which you can go over at the end of class or assign further writing activities with those words.**
* **Modify rules and constraints depending on individual levels of students by making it harder or easier. (More/less time – half/double points – writing out sentences using the words, allowing first letters or translations to be used etc …)**
* **Make sure all students can speak.**
* **Existing categories of cards: technical words, graph language, spelling, history-geography, food , famous people. \* why not add new categories?**
* **Keep notes of your comments and possible modifications and send them to** [**john.kenwright@grenoble-inp.fr**](mailto:john.kenwright@grenoble-inp.fr) **so they can be shared via our games page** [**http://game2learn.grenoble-inp.fr**](http://game2learn.grenoble-inp.fr)

**Once the game is finished any remaining cards can be studied with the class and the teacher.**

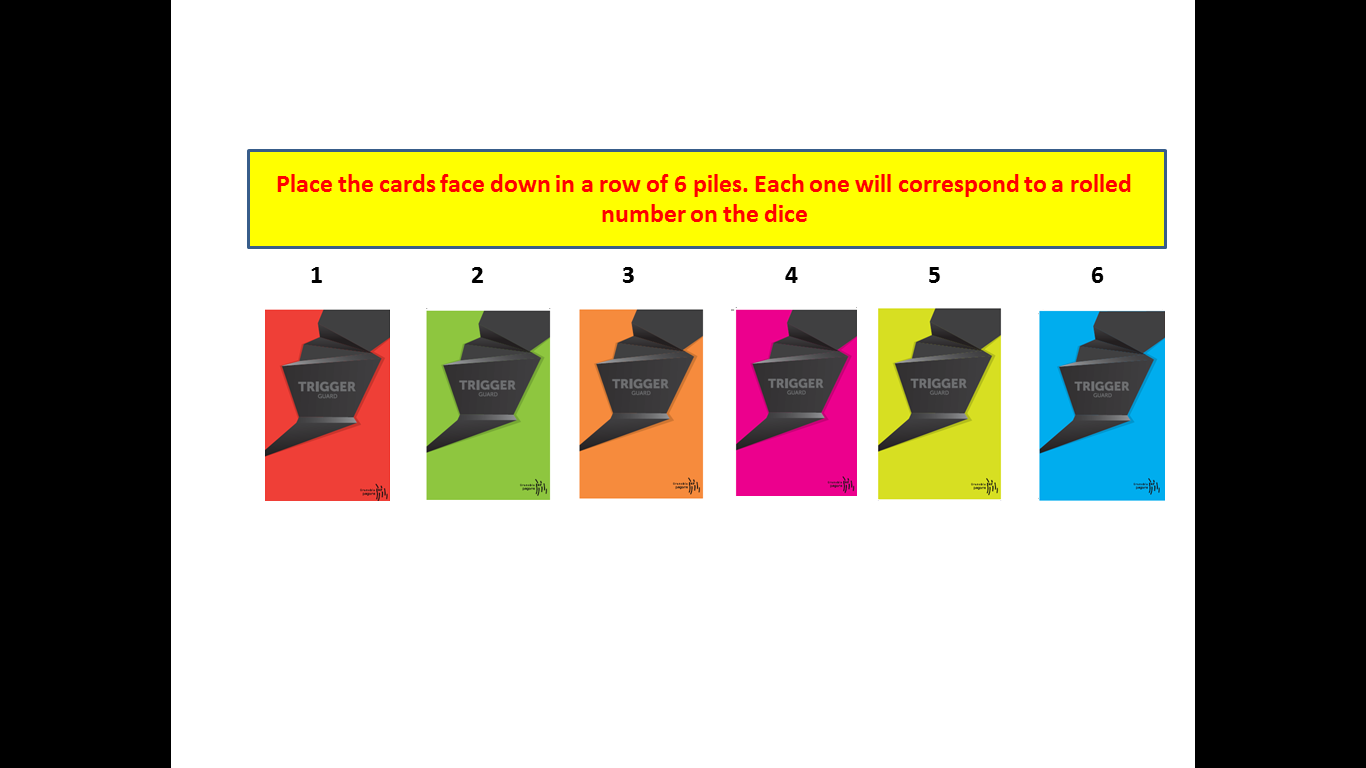
**Players: solo (3-5 players) or 2-3 teams of 2-4 players (4-12 players)**

**Playing time:** 5-15min

**Introduction**: Trigger guard is a game about knowledge, chance, risk management and strategy. Throw the dice, answer the questions and collect 3 cards from 2 categories to beat the other teams. But be careful not to be too greedy and lose everything... Will you be able to stop just in time?

**Material**

* **2 dice - 6 Card categories of up to 20 cards - An hourglass or timer**

**Preparation:** 

Grab the dice! You’re ready to play!

**Progress of the game:** The team with the lowest collective age (add them up) starts. Or roll a dice to decide. One of the teammates throws **both** dice.

A player that is **not part of his team** picks a card **from each corresponding category** and asks the questions. The team has one hourglass to answer each question. For 2 identical numbers the rival team chooses **a different** category **BEFORE** looking at the question. Use strategy to block or make the rival team lose cards !!

If you answer correctly, you win the card(s), if you fail, you lose and the card is placed at the bottom of the pack.. If you answer **at least one question correctly**, you can roll both dice and play again, or decide to stop and keep your points.

***For example, team A answered one question right and one wrong. They decide to keep playing, so they keep the card they won and replace the failed question in the corresponding pack. They roll both dice and play again.***

* **You can only play three times in a row** (for the fluidity of the game)
* If you stop, all the cards you have won now belong to your team up to the end of the game. It’s time for the next team (clockwise) to play.

***For example, team A has won 3 cards. They decide to stop here and keep the cards. Team B starts playing.***

But if you fail **both** questions, you lose all the cards you won **on that turn** and it’s time for the next team to play.

***For example, team B plays twice in a row winning 4 cards, unfortunately, they failed both questions on their 3rd turn. They lose all 4 cards they won on this turn. It’s time for team C to take its chance.***

**Victory conditions**

The team who wins is the first team to have collected **3 cards in 2 different categories.\* Note: once 3 cards are collected from a category, the category is withdrawn from the game and no one can now play it. If you roll the dice from that category the opposing team chooses a different category for you.**

**\*You can set the limit of cards to be won before a category is shut down depending on the level.. or decide to use all the cards – this depends on the number of players and cards. For novice players and weak students 5-8 cards will allow for a longer game.. For stronger more skilled players maybe 3-4 cards would suit.**