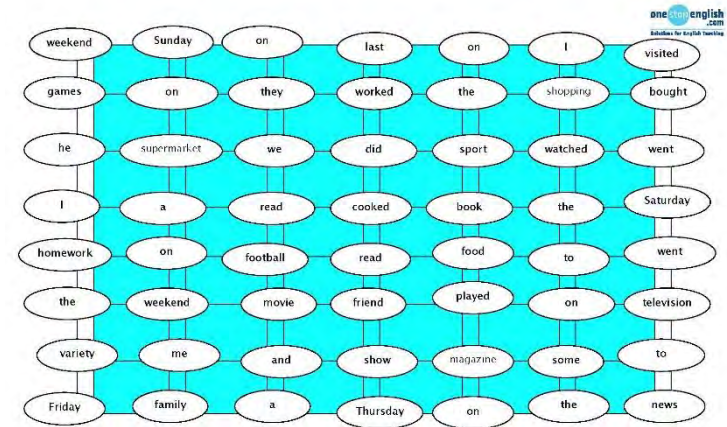


11th unit, 10 December 2025

The No-Go Game

Played in groups of 3 or 4 players - time limit: 12 minutes

1. Students throw the dice and can move the number of spaces, either up, down or across, but moves cannot be made diagonally and they cannot pass over or land on a marked word.



2. When arrived on a free spot students mark the spot as theirs with their initials. No one can move over, or rest on that spot from that time onwards.

3. At the end of 12 minutes, students stop the game and write their words on their notebook. Now they have three minutes to form as many valid sentences as they can from the words they have marked.

The student with most words used in her/his sentences wins.

