

ROLL AND GIVE ADVICE

A2 - SHOULD / SHOULDN'T

2-4 players | One die and a counter each | 15-20 minutes

1. Put your counters on START. Take turns rolling the die and following the arrows.
2. Read the problem aloud. Give helpful advice using **should / shouldn't + verb**.
3. Other players check. If incorrect, return to where you started that turn.
4. First to FINISH wins. You do not need an exact roll to finish.

Example: "My room is messy." → "You should tidy it."

There is more than one good answer. Give a reason if you can.



Keep talking: Ask "Why?" or suggest another way to help.