Suggested Follow-up Activity: Sugoroku

Sugoroku ('soo-go-row-koo') is the traditional Japanese board game based on a story. It works particularly well with long, cumulative or sequential tales.

Materials:
- 3"x5" index cards
- Foam board or poster board, 22"x28"
- Stickers of different shapes
- Markers and crayons
- Game tokens
- Glue or tape
- Dice

Procedure

1. Choose a folktale, and tell it or read it to your students.

2. Rewrite the story in a simpler language, and divide the text into scenes as many as the number of students in your class. Each scene needs to be summed up in one or two short sentences. Assign each student a scene.

3. Each student copies the text and draws the scene on the blank side of an index card. <u>The text and the picture must be on the same side</u>. The finished cards must be numbered.

4. Attach the cards to the foam/poster board in order, and connect them with arrows. Put "START' and "FINISH" on the first and the last card, respectively.

5. Have the class collectively design the board. By using stickers, mark the places where special rules apply. For example:
- Star-shaped stickers mean, "Proceed three."
- Red dots mean "Lose one turn."
- Heart-shaped stickers mean, "Go back to START," and so on.

6. To play: Four or five players can play at the same time. Roll the dice and proceed. The object of the game is to reach the FINISH box before other players.