

Travel Trouble by Jim Davies

Materials: Board, Travel Trouble dice, Random Role-play sheet and player markers, coin

Number of players: Two - four

Speaking skills: Apology / complaint / persuasion / request

Time: 40+ minutes

Rationale

This board game provides the opportunity for students to practise various speaking skills. The situation is a foreign holiday where many things go wrong. The players will face difficult situations that they will try to resolve. Players take turns in being the traveller and the service personnel.

Preparation

Make up the Travel Trouble dice. Fold the Random Role-play sheet lengthways down the middle. Assign player markers (bottle tops or coins will do) and place them at the starting point on the game board.

How to play

Player one flips the coin and moves their marker one space for tails and two spaces for heads. If the player lands on the Airport, the player must then roll the Travel Trouble dice and this determines the role he/she will play. The player then reads the role information on the Random Role-play sheet, which corresponds with the number on the dice. This player must read from the *blue* side of the Random Role-play sheet.

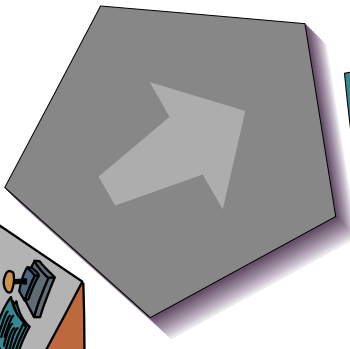
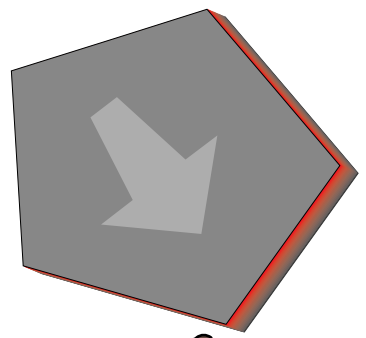
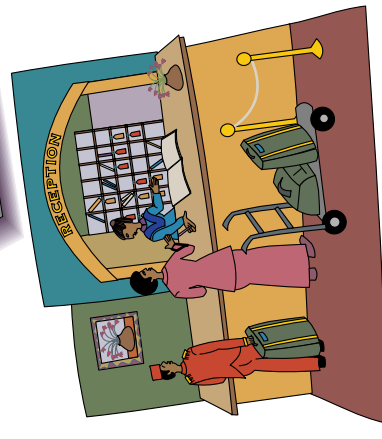
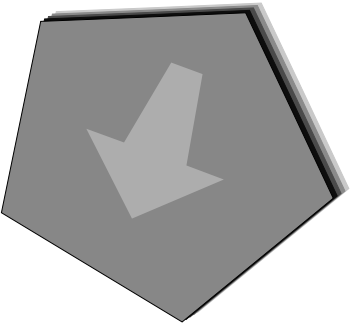
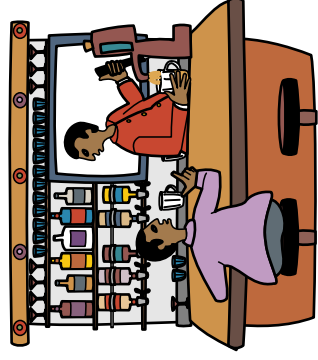
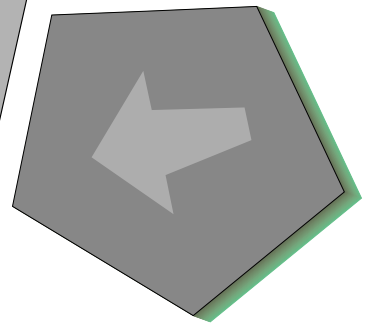
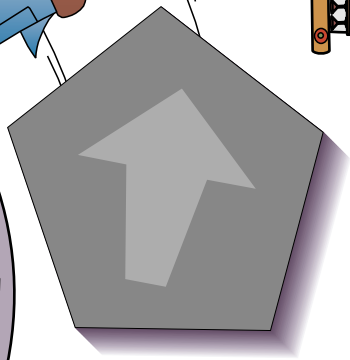
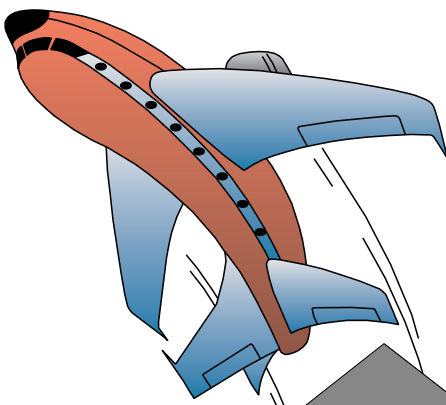
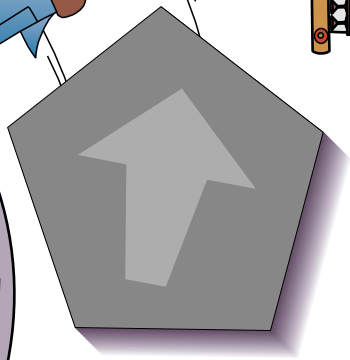
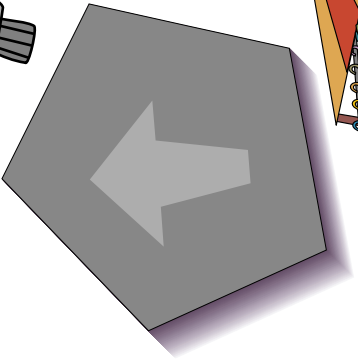
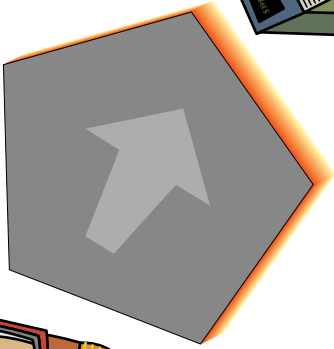
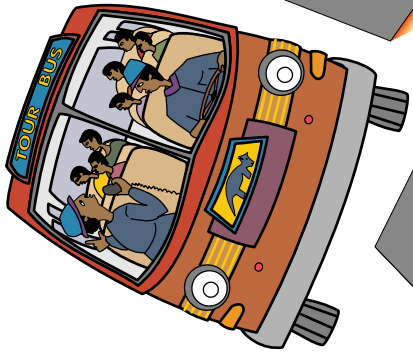
Player two then rolls the dice and reads the corresponding number information from the *red* side of the sheet. After this, player one initiates the role-play and the pair sustains conversation for a few minutes as they try to resolve the role-play scenario. If player one is successful in getting what he/she wants (as determined by the Random Role-play sheet), player one is awarded one point. It is now player two's turn to flip the coin.

The game continues until one of the players reaches the Airplane. The player with the most points is the winner. It is good to ask each player to guess the secret information of the other player before giving feedback after each role-play.

1 You want a seat near the window. 2 You want to carry your guitar onto the plane. 3 You want a vegetarian meal on the plane.	1 The flight is cancelled because of a storm. 2 The computer is broken, you cannot serve anyone right now. 3 You can help, but the passport photo looks like someone else
1 Your room smells of cigarettes. 2 The TV in your room is broken. 3 The people in the next room are very noisy.	1 You can change the room but the guest must pay more money. 2 Only the manager can help and he is playing golf. 3 All of the rooms are full.
1 You don't have any I.D. but you want a beer. 2 You realise you don't have any cash after ordering a drink. 3 Your beer is warm so you want to exchange.	1 You want to close the bar and go home quickly. 2 You think the customer is too young to drink alcohol. 3 It's 'Happy Hour' so drinks are free but you must see I.D.
1 You need medicine for stomach ache. 2 You broke your arm in the Bar. 3 Your ears are totally blocked. You want them cleaned but you can't hear the nurse.	1 You can't help because the patient doesn't have insurance. 2 You can't speak English very well. You don't understand the problem. 3 There has been a road accident so you are too busy to help.
1 You want to exchange a T-shirt you bought yesterday. 2 You think the goods are fake. 3 You want 20% discount because you want to buy many things.	1 You think the customer is a famous movie star. Help them a lot. 2 You think the customer is very rich. Try and sell many more things. 3 You are a part-time worker so you can't help.
1 You feel sick and need to stop near a toilet. 2 You left your camera behind at the picnic area. 3 You woke up and realised you are on the wrong bus	1 You can help the passenger. Do everything you can to help. 2 You feel sick and can't help right now. 3 The bus has run out of gasoline.
1 You want to change a large Bill into small coins. 2 You want to pay by credit card. 3 You want to know where the tomato sauce is.	1 This is your first day. You don't know how to help. 2 You can help the customer. 3 You cannot change Bills but you can take credit cards.

Travel Trouble

Start



Travel Trouble dice

