

Monopoly  
Classroom  
Gamified

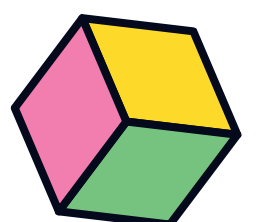


# Monopoly Classroom

Monopoly has been a family favourite for over 80 years, played and enjoyed in living rooms around the world. Our unique version of this classic game, is sure to create excitement and a little competitiveness in your classroom. To play you'll simply need to print and laminate the attached PDF. We've included a couple of blank game sets that you can use to make your own questions, based on the subjects and topics you are currently focussing on.

You can play our version of Monopoly in the classroom, or outside in an open space. To begin, place the laminated squares on the ground in the sequence outlined on the Monopoly game card. Remember to place the dice and deck of playing cards in centre of the game. Before the students begin, each pair or team will need a Monopoly game card and marker. Teams will begin on GO, they'll throw the dice and move forward on the board the number of spaces indicated by the dice. Each square has instructions, explaining what students need to do before they move on. Once the students have answered the question and or completed the exercise outlined on the square they landed on, they can mark that square off on their game card and roll the dice again. Each time students pass GO, they get one point for their team. If students land on a square that they've already marked off, they can move forward on the board to the closest square that they haven't already completed. If the questions are a bit difficult and after a couple of minutes the students haven't come up with an answer, they can do 10 star jumps before moving on.

Whilst Monopoly can go on and on, we recommend playing this version for 10 minutes. After the first 10 minutes' students can have a quick drink break, before playing for another 10 minutes (Did you know that the longest recorded game of monopoly, went for 70 consecutive days WOW). Classroom Monopoly can be played competitively, or as a fun learning experience. Regardless of the choice you make, we're confident your students will love it. Not only does it encourage learning in a fun and active environment, it can also be used to learn a new subject or when you're a revising a certain topic. You can also get students to create their own questions using the blank game set provided. This will provide students with the opportunity to take ownership of their own learning, which will lead to greater enjoyment and engagement in your classroom.



# NUMERACY

## ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

$$8 \times 12 =$$

$$246 + 77 =$$

10 STAR JUMPS



# NUMERACY

## TWO

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

$$8 \times 7 =$$

$$445 - 237 =$$

6 LUNGES



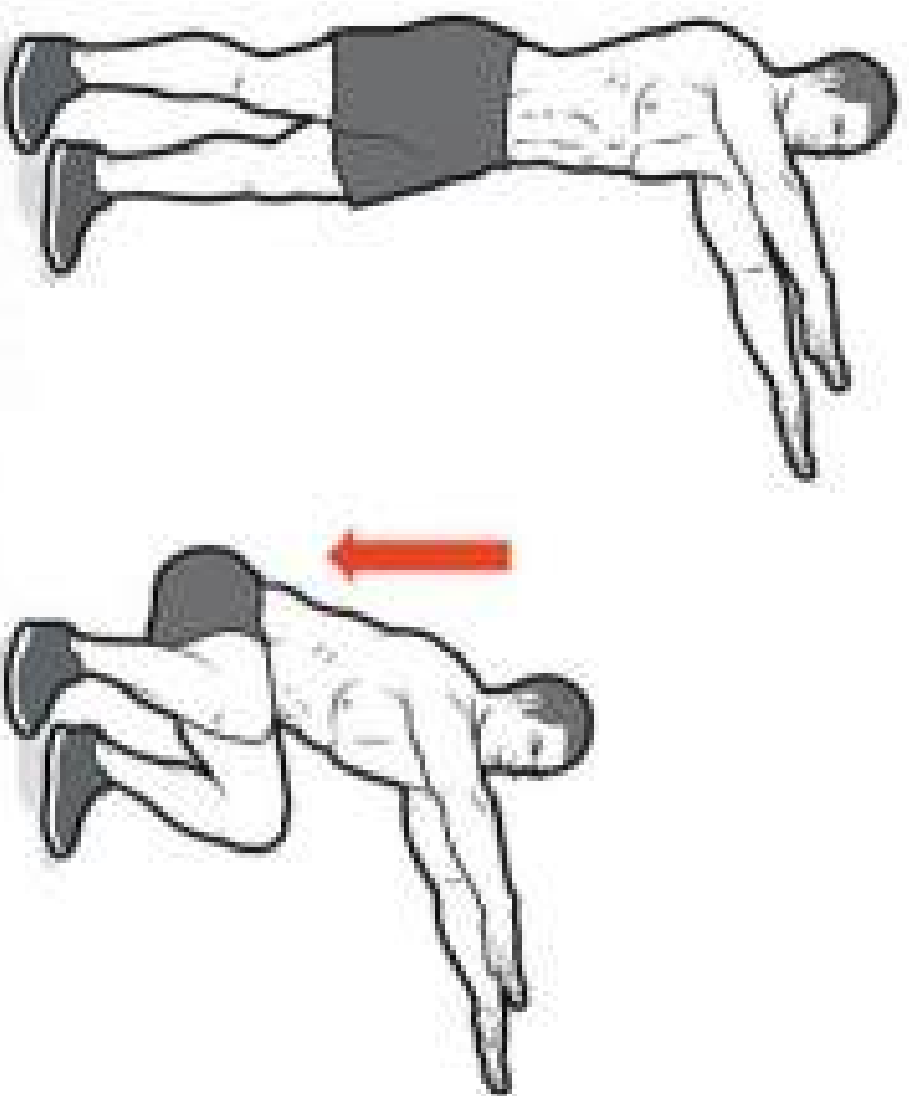
# NUMBERKEY THREE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

$$11 \times 12 =$$

$$65 + 97 =$$

5 SQUATS



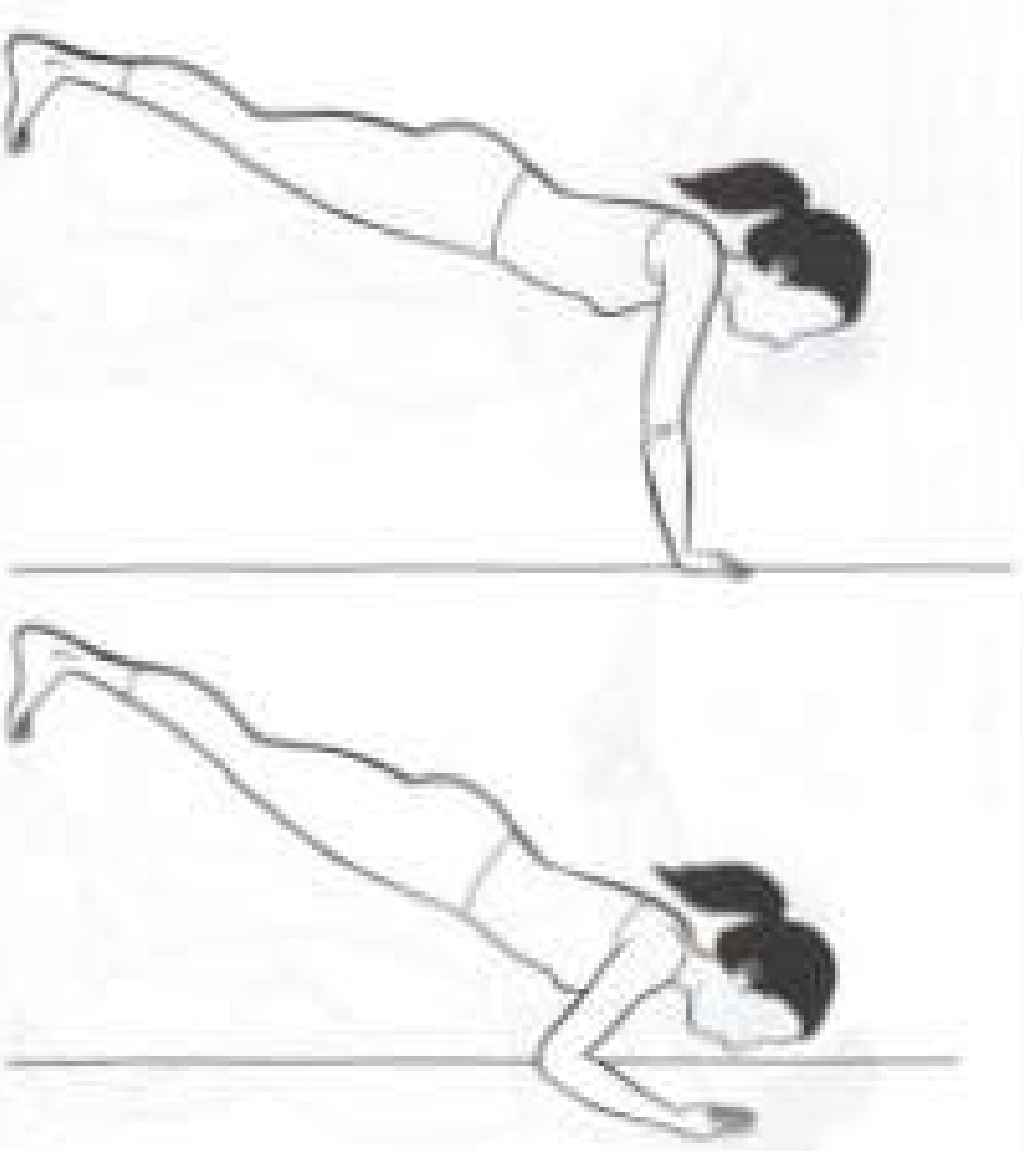
# LITERARY ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

SAY THE ALPHABET

FIVE RHYMING WORDS

5 WALL PUSH UPS

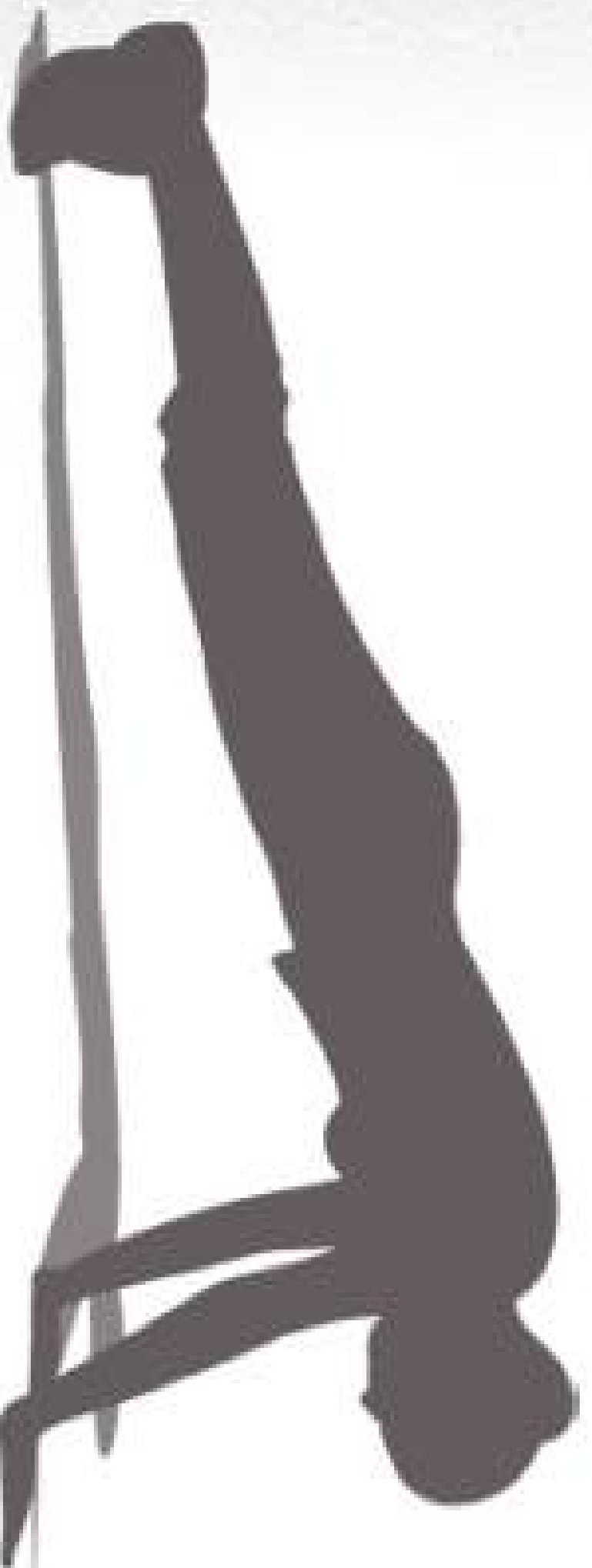


# HISTORY ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

NAME FIVE PRESIDENTS OR  
PRIME MINISTERS FROM YOUR  
COUNTRY

5 PUSH UPS



# HISTORY TWO

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHO WAS THE FIRST PERSON TO  
DISCOVER THE COUNTRY YOU  
WERE BORN IN?

5 BURPEES



# LITERACY

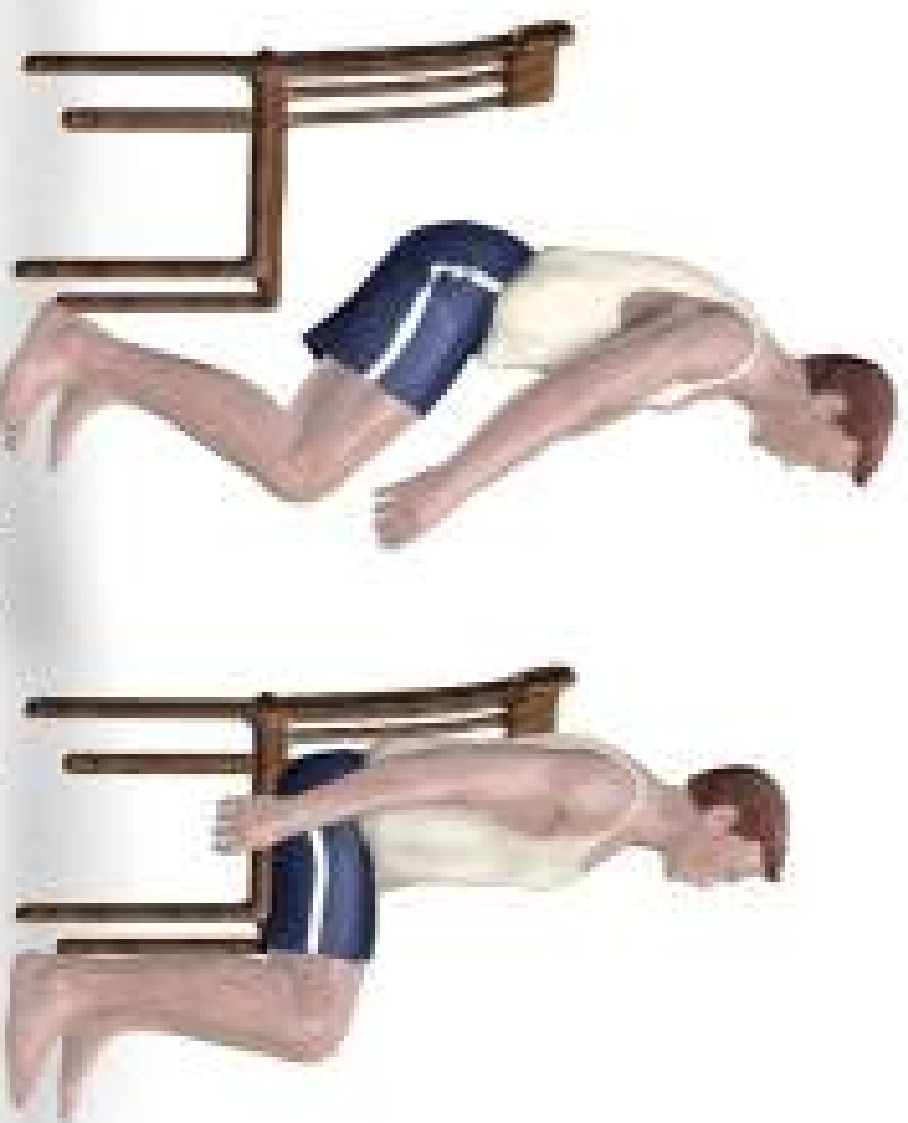
## TWO

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

SAY FIVE NOUNS

SPELL ONE PALINDROME

5 CHAIR SQUATS



Chair Squat

# LITERACY

## THREE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

SAY FIVE VERBS

SAY FIVE WORDS WITH DOUBLE  
LETTER IN THEM

5 BIG JUMPS



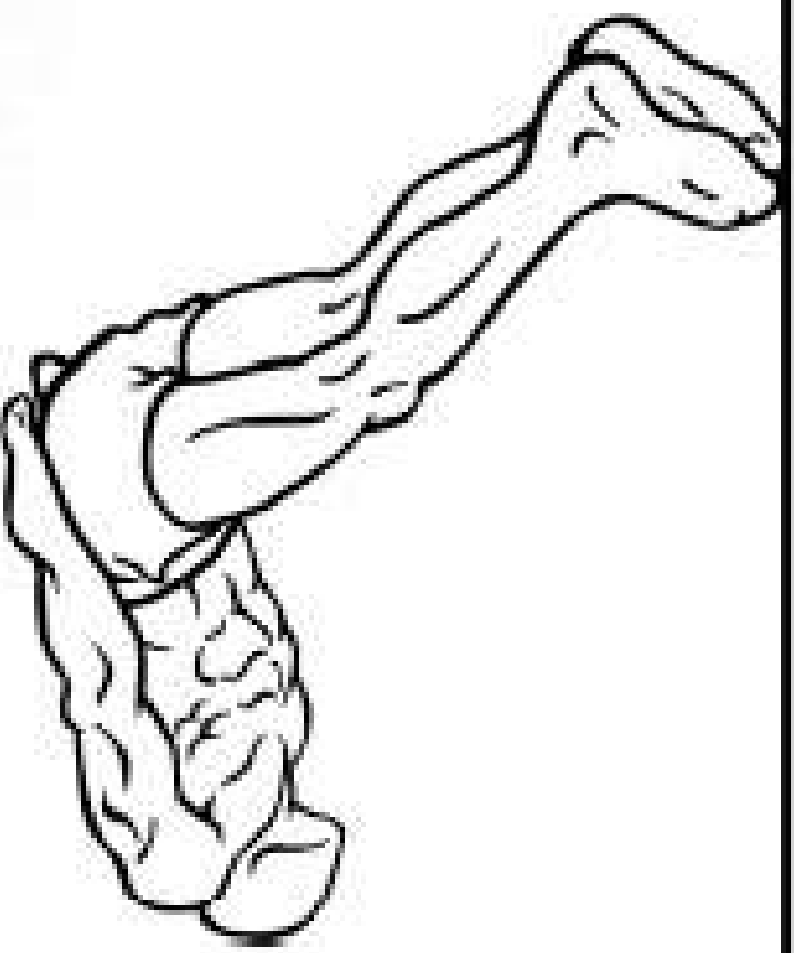
# GEOGRAPHY TWO

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHAT IS YOUR COUNTRIES  
POPULATION TO THE NEAREST  
MILLION PEOPLE?

FIVE CAPITAL CITIES IN EUROPE

5 LEG RAISES

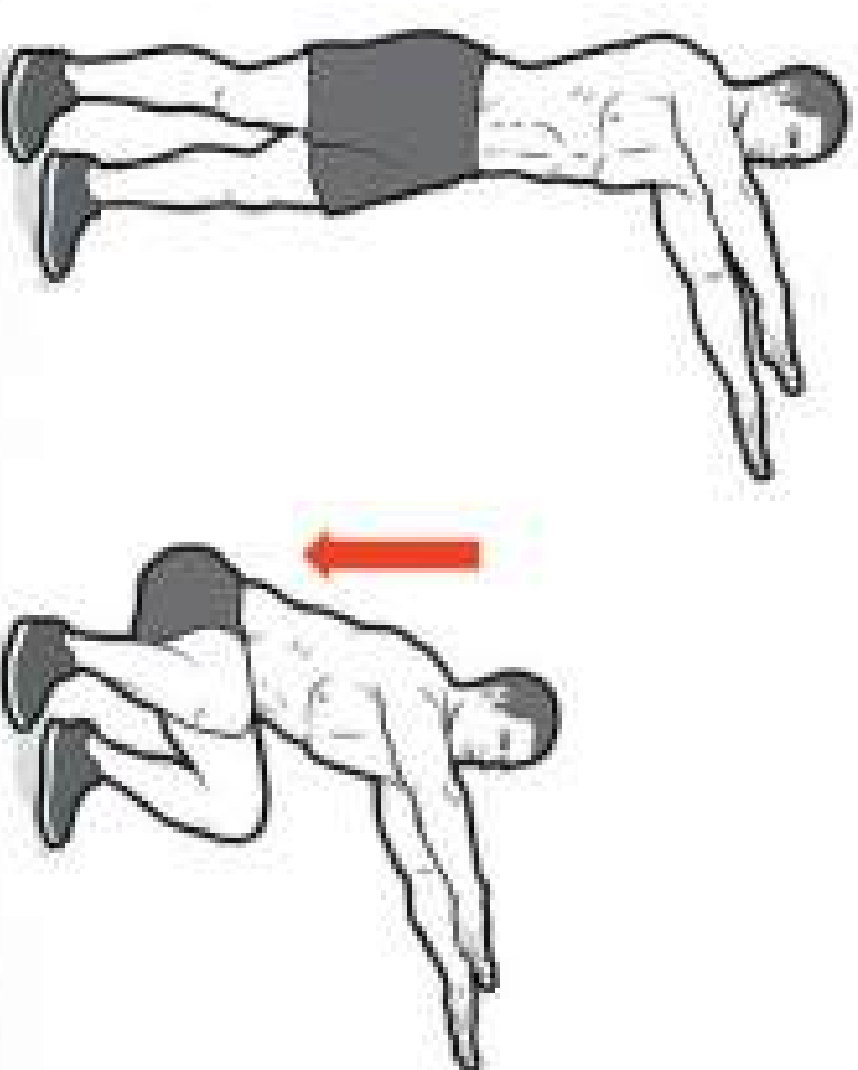


# GEOGRAPHY THREE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

LIST FIVE STATES IN THE USA  
FIVE COUNTRIES STARTING WITH  
THE LETTER 'B'

5 SQUATS

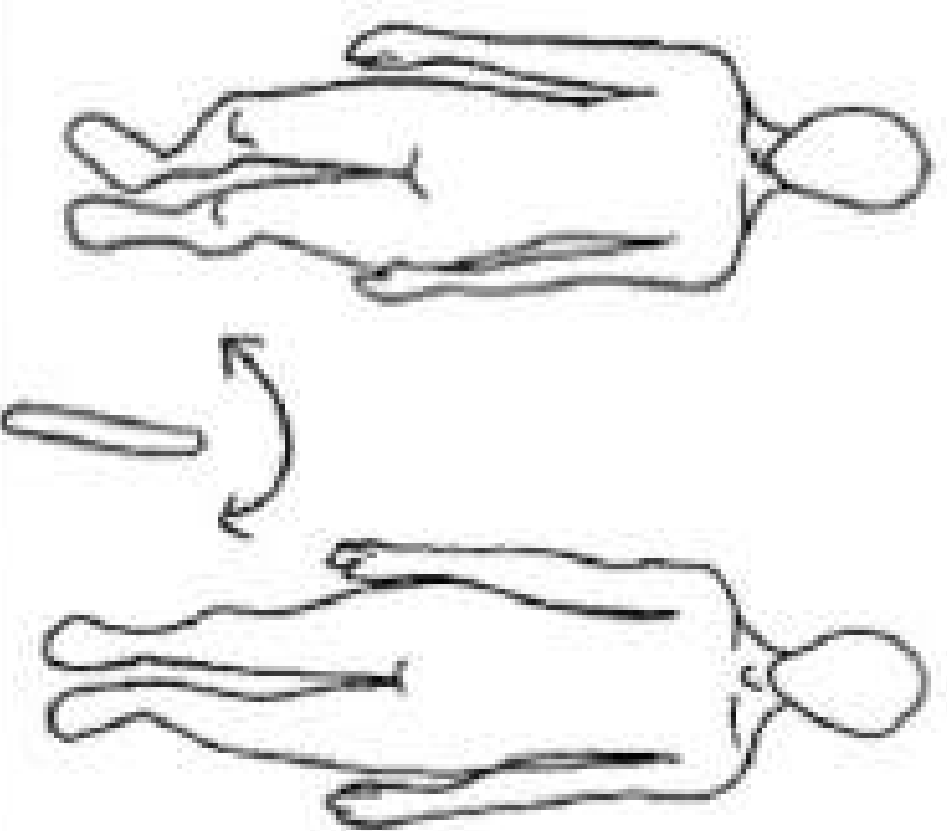


# HISTORY THREE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHAT IS YOUR COUNTRIES  
NUMBER ONE EXPORTED  
GOODS?

10 SIDE TO SIDE SKI JUMPS



# GEOGRAPHY ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

FIVE COUNTRIES THAT START  
WITH THE LETTER 'A',  
COLOURS ON YOUR COUNTRIES  
FLAG

10 STAR JUMPS



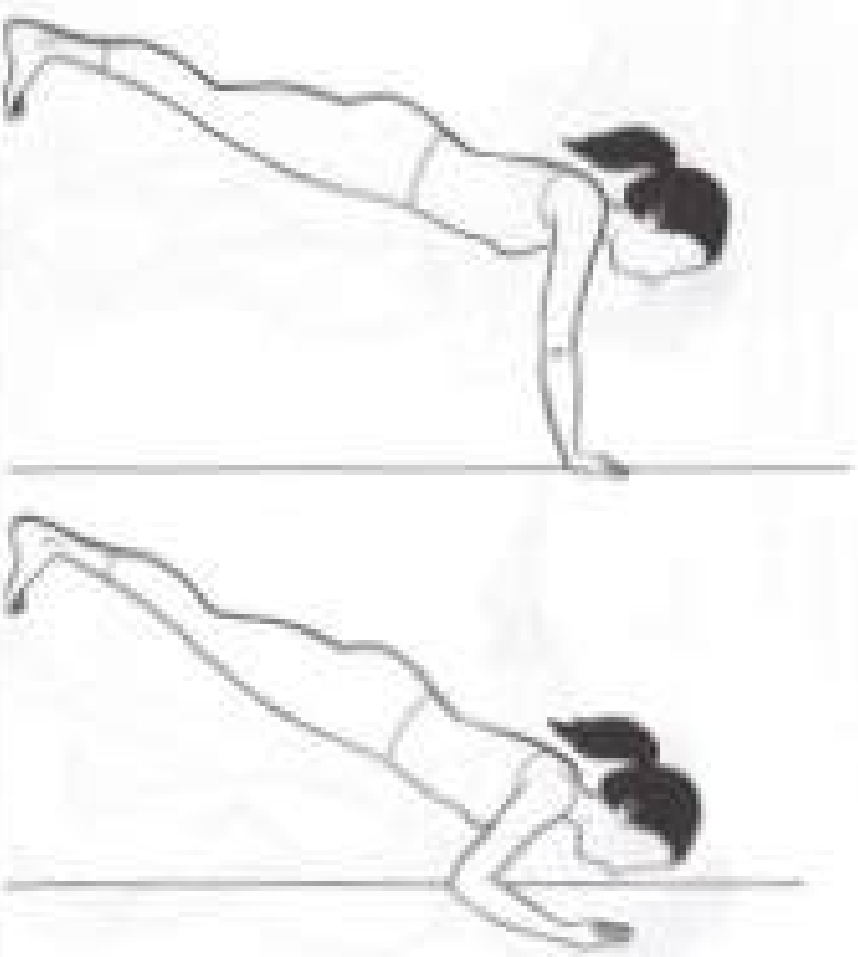
# SCIENCE ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHAT DOES 'H<sub>2</sub>O' STAND FOR?

WHAT IS THE CLOSEST PLANET  
TO THE SUN?

5 WALL PUSH UPS



# SCIENCE TWO

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHAT DOES 'H' ON THE PERIODIC  
TABLE STAND FOR?

WHAT ARE THE PLANETS EITHER  
SIDE OF EARTH?

6 LUNGES



# SCIENCE THREE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

WHAT DOES 'CA' STAND FOR ON  
THE PERIODIC TABLE?

WHAT PLANET IS FURTHEREST  
FROM THE SUN?

5 SIT UPS



# FUN STATION ONE

COMPLETE THE FOLLOWING  
SONG AND EXERCISE:

SING TWINKLE TWINKLE LITTLE  
STAR

5 BURPEES



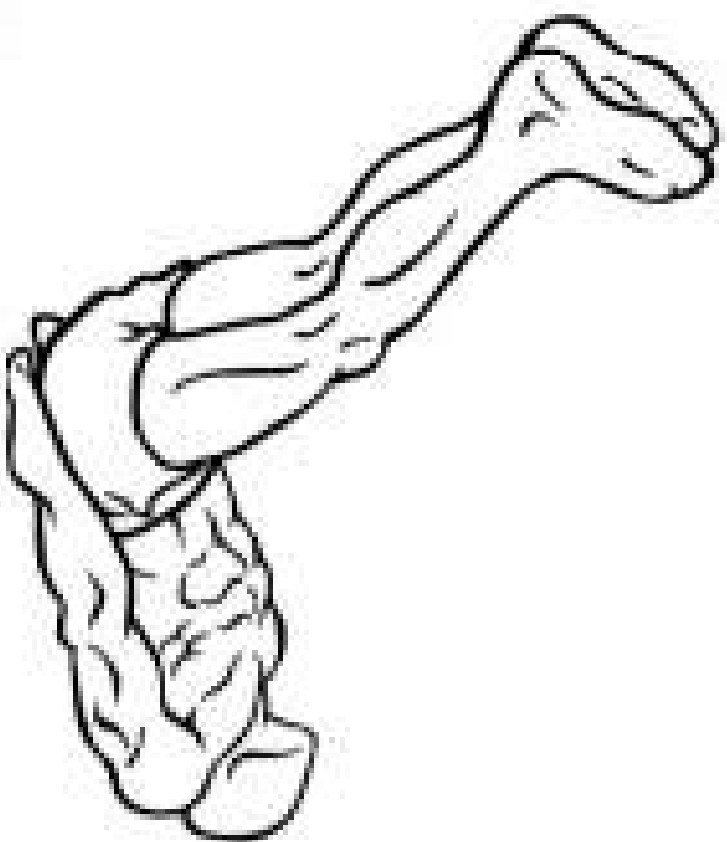
# FUN STATION TWO

COMPLETE THE FOLLOWING  
ANIMAL SOUNDS AND EXERCISE:

MOO LIKE A COW 5 TIMES

MOVE LIKE A SNAKE FOR 5  
SECONDS

5 LEG RAISES



# FUN STATION THREE

COMPLETE THE FOLLOWING  
EMOTIONS AND EXERCISE:

LAUGH REALLY LOUD

FAKE CRY REALLY LOUD

5 CHAIR SQUATS



Chair Squat

# BRAIN BREAK

## ONE

COMPLETE 10 FROG POSES,  
FROM A STANDING UP POSITION,  
TO A FROG POSE.

ONCE YOU HAVE COMPLETED  
THE MOVEMENTS ROLL THE  
DICE AGAIN.



# BRAIN BREAK

## TWO

COMPLETE 10 RAINBOW POSES  
ON THE LEFT AND THE RIGHT  
HAND SIDE.

ONCE YOU HAVE COMPLETED  
THE POSES ROLL THE DICE  
AGAIN.



# GENERAL KNOWLEDGE

## TWO

COMPLETE THE FOLLOWING QUESTIONS AND EXERCISES:

THE CAPITAL CITY OF THAILAND  
HOW MANY LEGS DOES A SPIDER  
HAVE?

10 SECOND PLANK



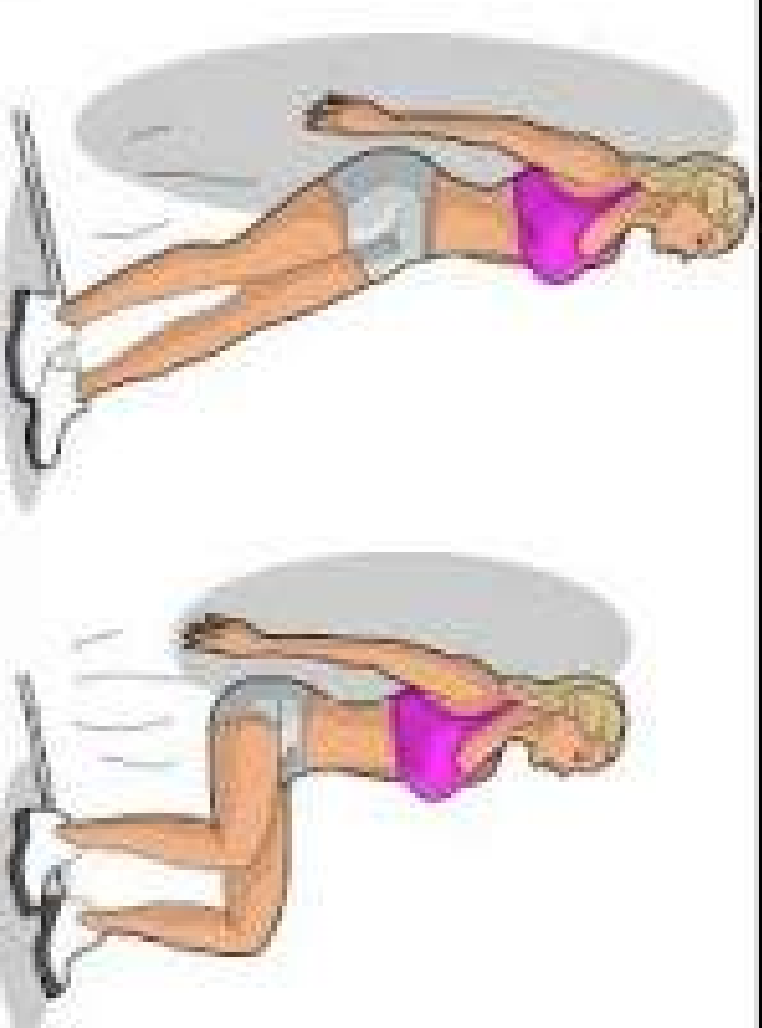
# GENERAL KNOWLEDGE

## THREE

COMPLETE THE FOLLOWING QUESTIONS AND EXERCISES:

WHAT COUNTRY IS THE GOLDEN  
GATE BRIDGE LOCATED?  
WHERE COULD YOU FIND A  
KANGAROO?

10 SECOND WALL SIT



# BRAIN BREAK THRIVE

COMPLETE 10 UPWARD FACING  
DOGS. START LAYING FLAT ON  
YOUR STOMACH AND PUSH UP.

ONCE YOU HAVE COMPLETED  
THE FLOWER HOLD ROLL THE  
DICE AGAIN.



# GENERAL KNOWLEDGE ONE

COMPLETE THE FOLLOWING  
QUESTIONS AND EXERCISES:

NAME THE PRESIDENT OF THE  
USA

NAME ONE OF THE NEW YORK  
SPORTS TEAMS

5 BIG JUMPS



# STAR JUMP STATION F1

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF STAR JUMPS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.



# DONKEY KICK STATION F2

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF DONKEY KICKS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.

## Donkey Kick

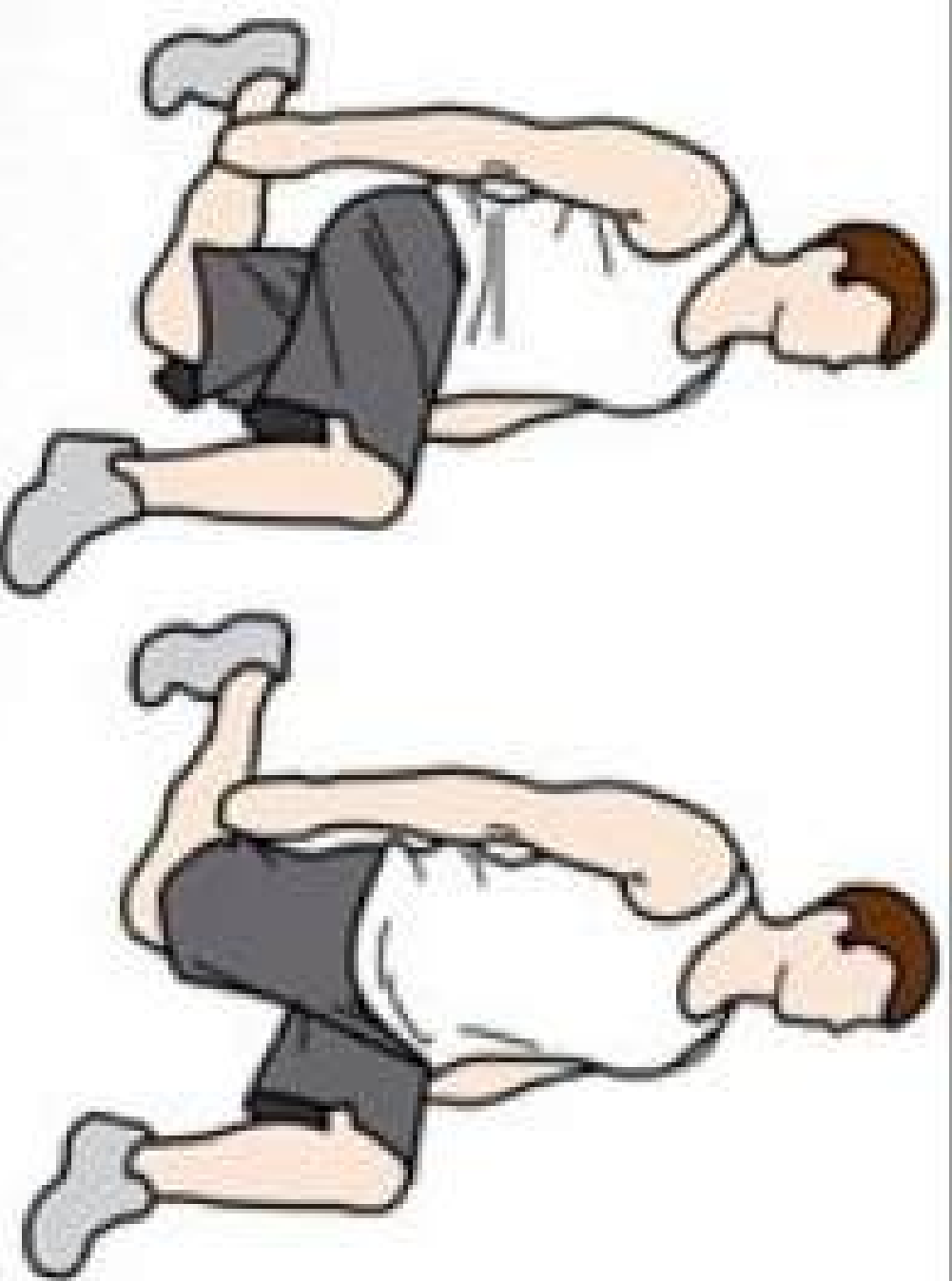


# LUNGE

## STATION F3

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF LUNGES AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.

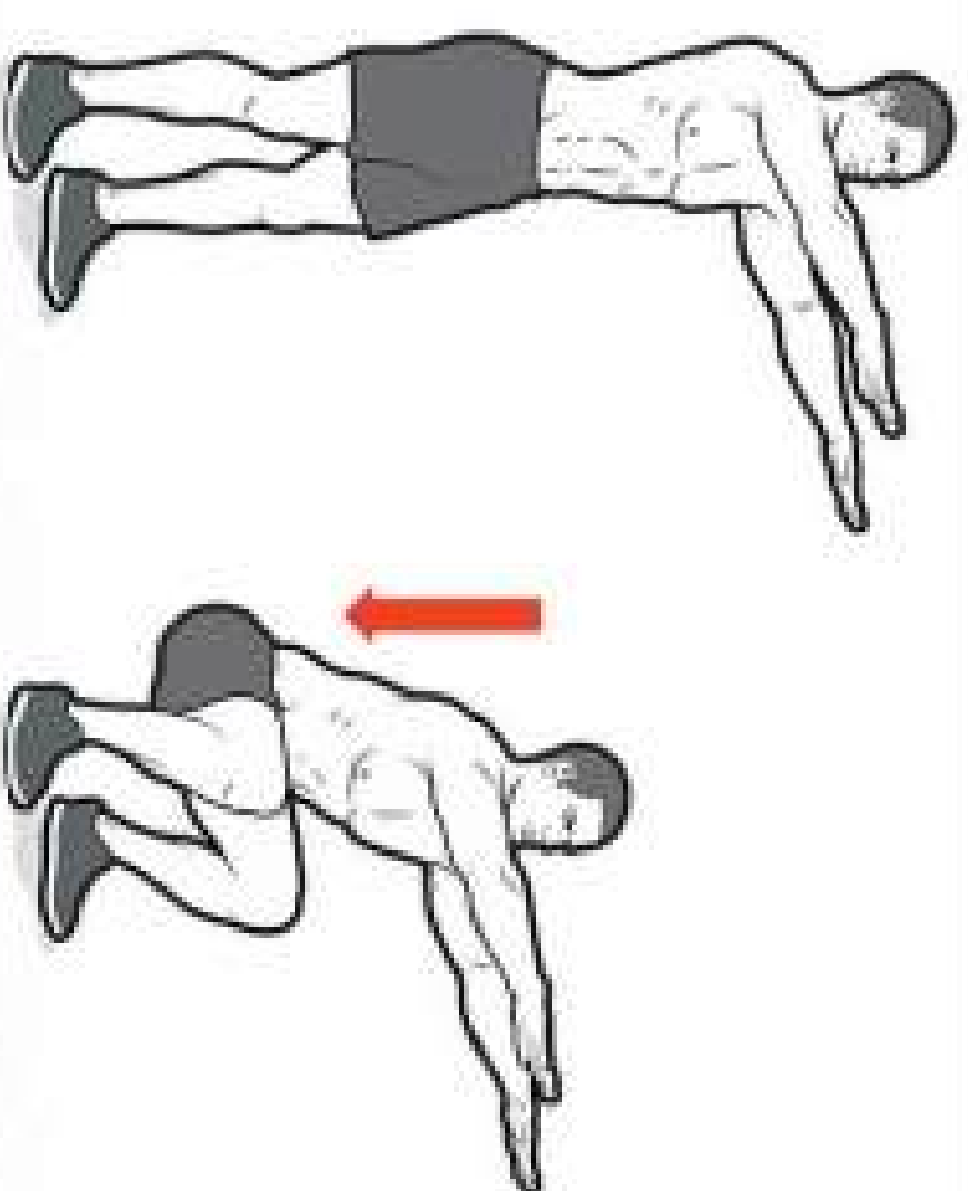


# SQUAT

## STATION F4

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF SQUATS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.



# FREE PARKING

GRAB A DRINK OF WATER AND  
A GET OUT OF JAIL FREE  
CARD WHILE YOU REST YOUR  
ENGINE.



# GO TO JAIL

DO NOT PASS GO, AND DO  
NOT COLLECT THE POINT FOR  
YOUR TEAM.

GO TO



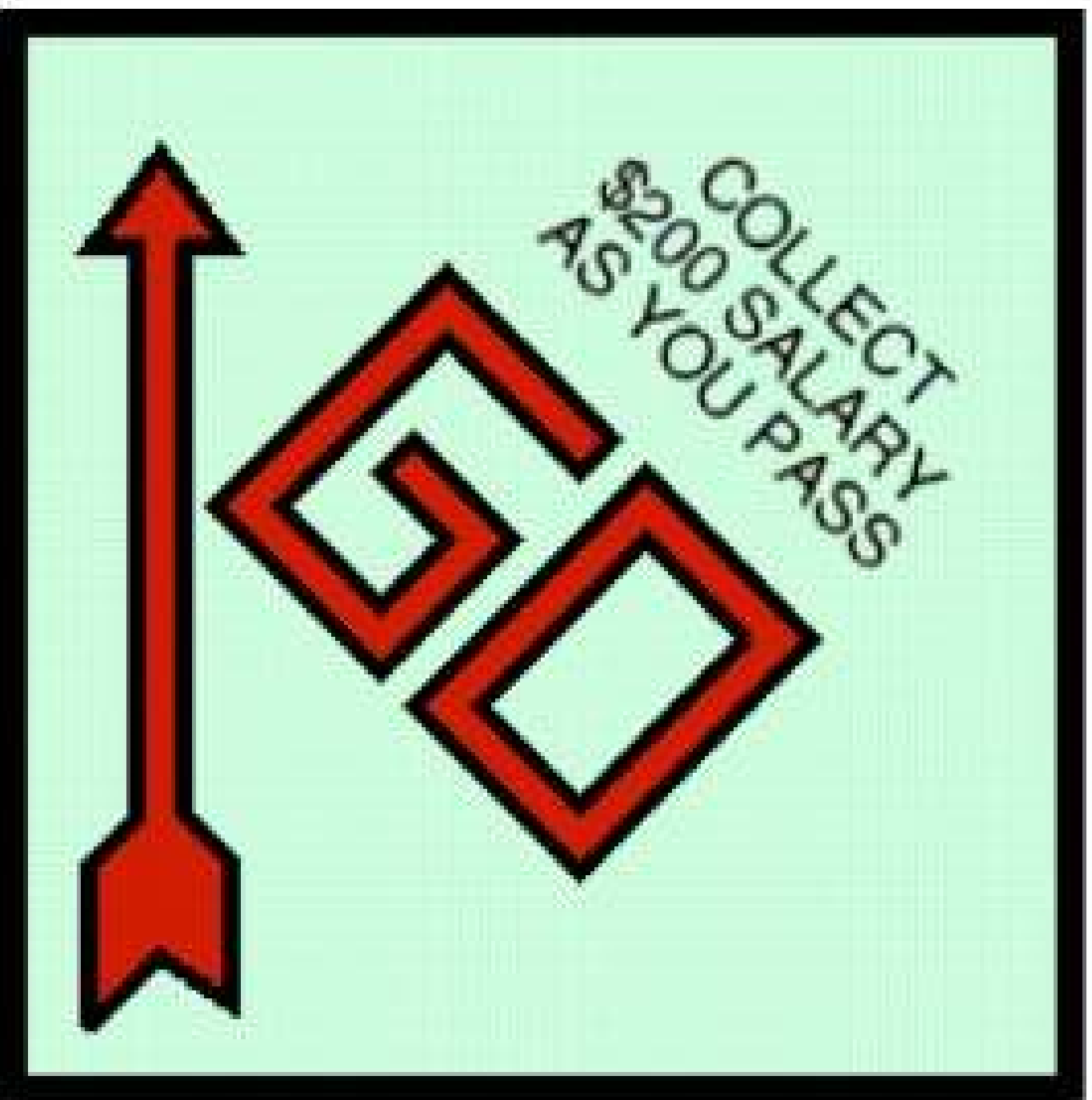
# GO

# JAIL

ONE POINT FOR YOUR TEAM.

ROLL THE DICE AGAIN.

COLLECT  
\$200 SALARY  
AS YOU PASS



COMPLETE 15 STAR JUMPS  
INDIVIDUALLY, OR ROLL THE DICE TO  
GET A 6.

EACH TIME YOU ROLL AND DON'T  
GET A 6, YOU ALL HAVE TO  
PERFORM 5 STAR JUMPS.

MAXIMUM OF THREE DICE ROLLS  
BEFORE YOU HAVE TO COMPLETE  
THE MAXIMUM OF 15 STAR JUMPS  
TO LEAVE JAIL.



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



# MONOPOLY GAME CARD

GO	N1	N2	N3	F1	L1	L2	L3	JAIL
GK3								H1
GK2								H2
GK1								H3
F4								F2
BB3								G1
BB2								G2
BB1								G3
GO TO J	FLN3	FLN2	FLN1	F3	S3	S2	S1	FREE PARK

TEAM NAME

# Monopoly Classroom

Gamified Blank  
Boardgame

**NUMERACY**  
**THREE**

**LITERACY**  
**ONE**

**NUMERACY**  
**THREE**

**LITERACY**  
**ONE**

LITERACY  
TWO

LITERACY  
THREE

HISTORY  
ONE

HISTORY  
TWO

**HISTORY  
THREE**

**GEOGRAPHY  
ONE**

**ГЕОГРАФИЯ  
TWO**

**ГЕОГРАФИЯ  
THREE**

**SCIENCE**  
**ONE**

**SCIENCE**  
**TWO**

**FUN STATION  
TWO**

**FUN STATION  
THREE**

**SCIENCE  
THREE**

**FUN STATION  
ONE**

**BRAIN BREAK**

**ONE**

**BRAIN BREAK**

**TWO**

**BRAIN BREAK**  
**THRICE**

**GENERAL KNOWLEDGE**  
**ONE**

**GENERAL KNOWLEDGE**

**TWO**

**GENERAL KNOWLEDGE**

**THREE**

# STAR JUMP STATION F1

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF STAR JUMPS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.



# DONKEY KICK STATION F2

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF DONKEY KICKS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.

## Donkey Kick



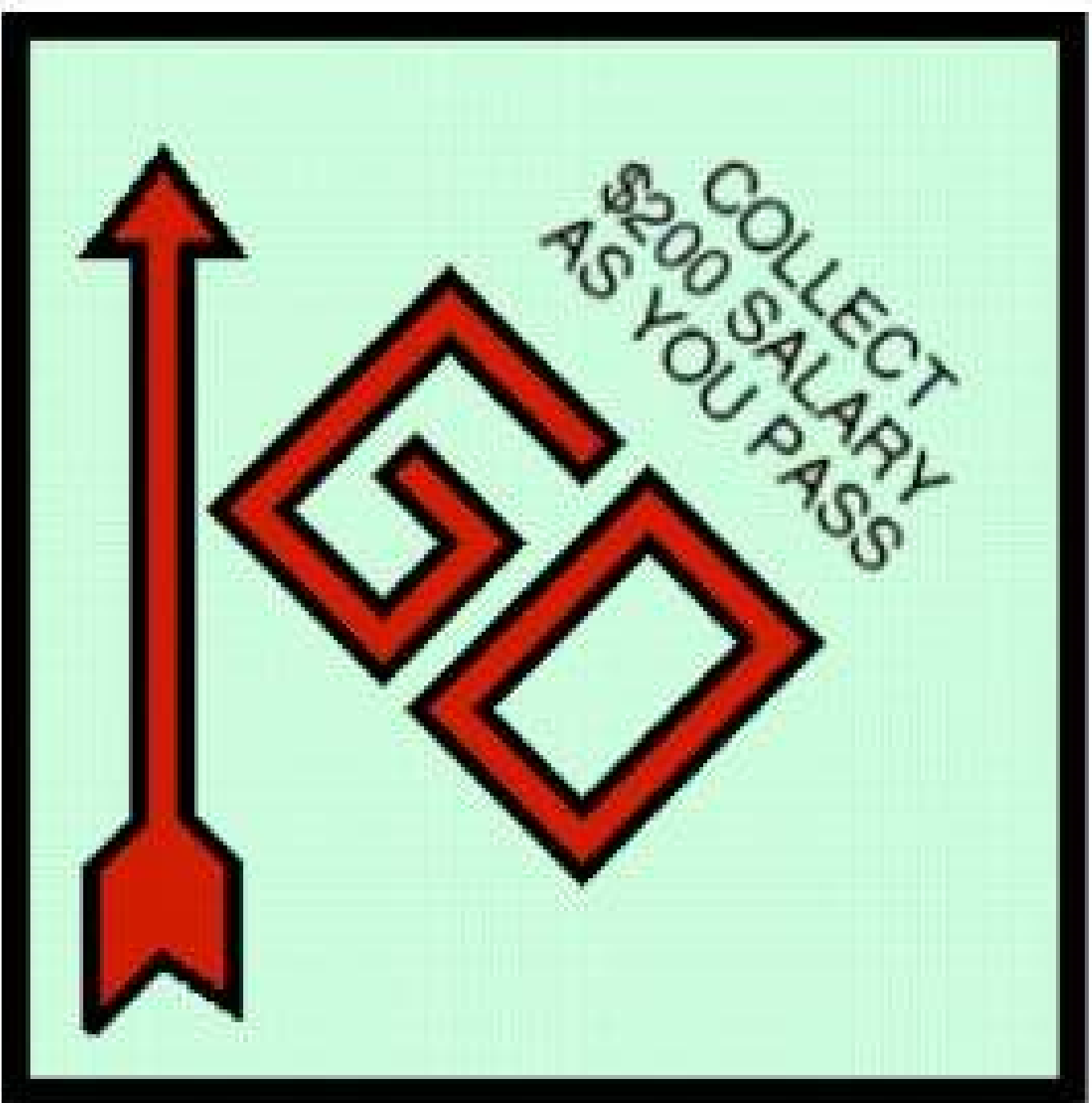
# GO

# JAIL

ONE POINT FOR YOUR TEAM.

ROLL THE DICE AGAIN.

COLLECT  
\$200 SALARY  
AS YOU PASS



COMPLETE 15 STAR JUMPS  
INDIVIDUALLY, OR ROLL THE DICE TO  
GET A 6.

EACH TIME YOU ROLL AND DON'T  
GET A 6, YOU ALL HAVE TO  
PERFORM 5 STAR JUMPS.

MAXIMUM OF THREE DICE ROLLS  
BEFORE YOU HAVE TO COMPLETE  
THE MAXIMUM OF 15 STAR JUMPS  
TO LEAVE JAIL.



# LUNGE

## STATION F3

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF LUNGES AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.

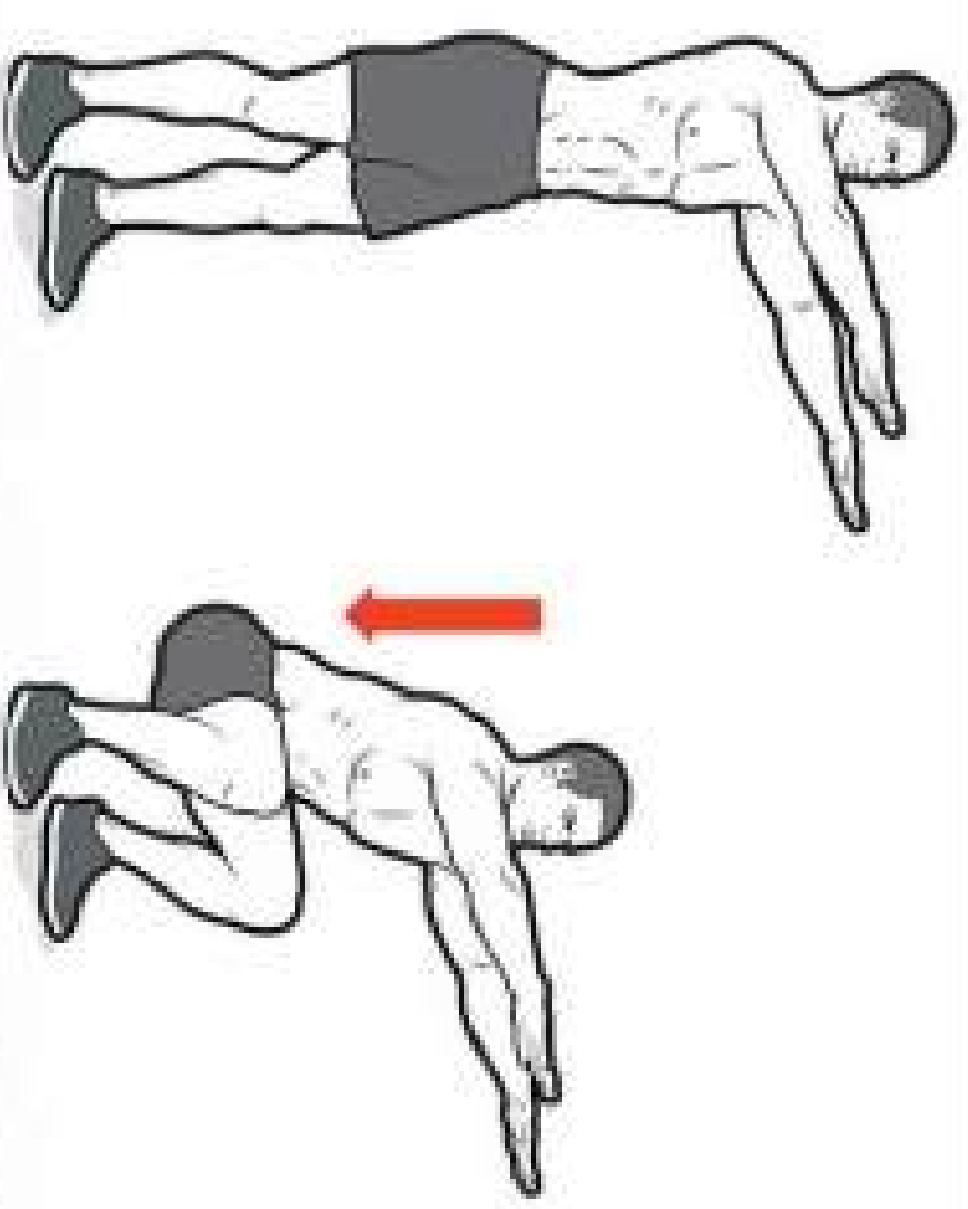


# SQUAT

## STATION F4

GO TO THE MIDDLE AND TURN OVER A PLAYING CARD. COMPLETE THE SAME NUMBER OF SQUATS AS THE CARD YOU TURN OVER.

CARDS 2-10, USE CARD NUMBER FOR REPS, PICTURE CARDS = 10 REPS, ACE = 11 REPS.



# FREE PARKING

GRAB A DRINK OF WATER AND  
A GET OUT OF JAIL FREE  
CARD WHILE YOU REST YOUR  
ENGINE.



# GO TO JAIL

DO NOT PASS GO, AND DO  
NOT COLLECT THE POINT FOR  
YOUR TEAM.

GO TO



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



*DSPT Chance*

THIS CARD MAY BE KEPT  
UNTIL NEEDED OR SOLD

GET OUT OF JAIL  
FREE



# MONOPOLY GAME CARD

## TEAM NAME

\_\_\_\_\_

GO	N1	N2	N3	F1	L1	L2	L3	JAIL
GK3								H1
GK2								H2
GK1								H3
F4								F2
BB3								G1
BB2								G2
BB1								G3
GO TO J	FUN3	FUN2	FUN1	F3	S3	S2	S1	FREE PARK