

Guess the Genre Board Game

Help kids have fun while learning what makes each genre special. Fifty-five book titles and a description of each story are included for the student to guess the genre.

Preparing the Game:

1. Using a file folder as a base, attach the game board to the inside of the file folder, matching the spaces on the board and trimming the pages as necessary to make them meet in the correct places.
2. Cut out the book title and description cards. If they are printed on cardstock or printed on paper and laminated, they will hold up longer, but they can be used just as easily if printed on regular copy paper. Blank cards are included for you to use some of your own book titles and descriptions if you wish.

Object of the Game:

To move from start to the end of the game by correctly telling the genre of each card drawn on your turn.

Playing the Game:

1. Mix all the book cards together in a pile or stack beside the board.
2. Each player places a marker in the starting space. Markers from other games, dried beans, buttons, etc. can be used. Be sure the size of the marker is not a choking hazard for young players.
3. The youngest player goes first. The player draws a card and reads the book title and description. The player then tells what genre the book belongs to. The genres are defined around the board for review. Fiction and nonfiction are also defined, but they are not options to be guessed. A designated person checks the players answer against the Answer Key. The book titles are listed in alphabetical order on the Answer Key.

If the player is correct, the player moves a marker to the first available space with the symbol for that genre on it IF the move can be made in six or fewer spaces. If the genre symbol is seven or more spaces away, the player must move backward to the closest matching symbol. If this occurs early in the game and there are no matching symbols behind the player on the board, the player does not move at all. After moving, if possible, the player's turn ends.

If the player gets the answer wrong, their play ends.

4. Play passes to the left, and the second player completes their turn.

5. Play continues in this way until all the book cards have been drawn. If the game is not over after all the book cards have been drawn, everyone puts their book cards back in the pile. Then mix the cards together to use again.

6. When a player reaches the end of the board and cannot move forward to a matching genre symbol on his turn, the player moves his marker to the Finish space, and his turn ends. On his next turn, he must get a correct answer in order to win the game. If he answers incorrectly, his turn ends, and he must wait until his next turn to try again. The first player to reach the Finish space and answer an additional question correctly wins.

<p>A Long Day for a Short Drive</p> <p>A flat tire, a thunderstorm, a fight with his sister, and a shortage of snacks all conspire to make this a very long day for Martin.</p>	<p>A Question of Yams</p> <p>The story of an everyday boy in a tribal village in modern-day Papua New Guinea who wonders how the yams grow.</p>
<p>Abraham Lincoln</p> <p>This book by Carl Sandburg tells the story of the life of Abraham Lincoln.</p>	<p>Autobiography of Benjamin Franklin</p> <p>This book was written by Benjamin Franklin in 1791 about his life.</p>
<p>Beauty and the Beast</p> <p>In this story, a lovely maiden falls in love with a scary beast, who is really a prince in disguise.</p>	<p>Bronze Bow</p> <p>A boy wants revenge for his father's death during the Roman occupation of ancient Israel.</p>
<p>Carry On, Mr. Bowditch</p> <p>This book by Jean Lee Latham tells the story of New England hero and sailor Nathaniel Bowditch.</p>	<p>Cinderella</p> <p>In this story, a poor servant girl gets a magical evening with a prince thanks to the help of some friends and a fairy godmother.</p>
<p>Detective with Four Legs</p> <p>Paul enlists the help of his friend, a very fluffy Keeshond, to get to the bottom of strange things going on in his neighborhood.</p>	<p>Diary of a Young Girl</p> <p>This book was written by Anne Frank about her time in hiding during World War II.</p>
<p>English Vacation</p> <p>William and his family fly to England on a vacation but get stuck in a hotel without wi-fi.</p>	<p>Following Pieter's Trail</p> <p>Eugene calls his friend Yvonne to help him follow the clues he discovers in the ancient journal of a scientist.</p>