

# 1<sup>st</sup> Model Experimental School of Ioannina, Greece C' class

## *board game: The Snail of Road Traffic Safety*



2014-2015

*Teacher of Informatics: Angeliki Nikolou*

*English Teacher: Aikaterini Tzouma*



**Board game: The snail of Road traffic safety**  
**Marina M. and Konstantina M. (pc01)**

7	6	5	4	3	2	1 <b>START</b>	
8							
9		29	28	27	26	2	
10		30				24	
11		31		35 <b>END</b>		23	
12		32	33	34		22	
13							21
14	15	16	17	18	19	20	



**Sit on the  
Next- to- the- driver  
Seat.**

**Wear helmet  
When you ride  
Your bike.**

**Look left! Look right!  
Before crossing  
the road.**

**Street empty!  
Stop because  
there is a red light.**

**Play hide and seek  
on the pavement!!!**

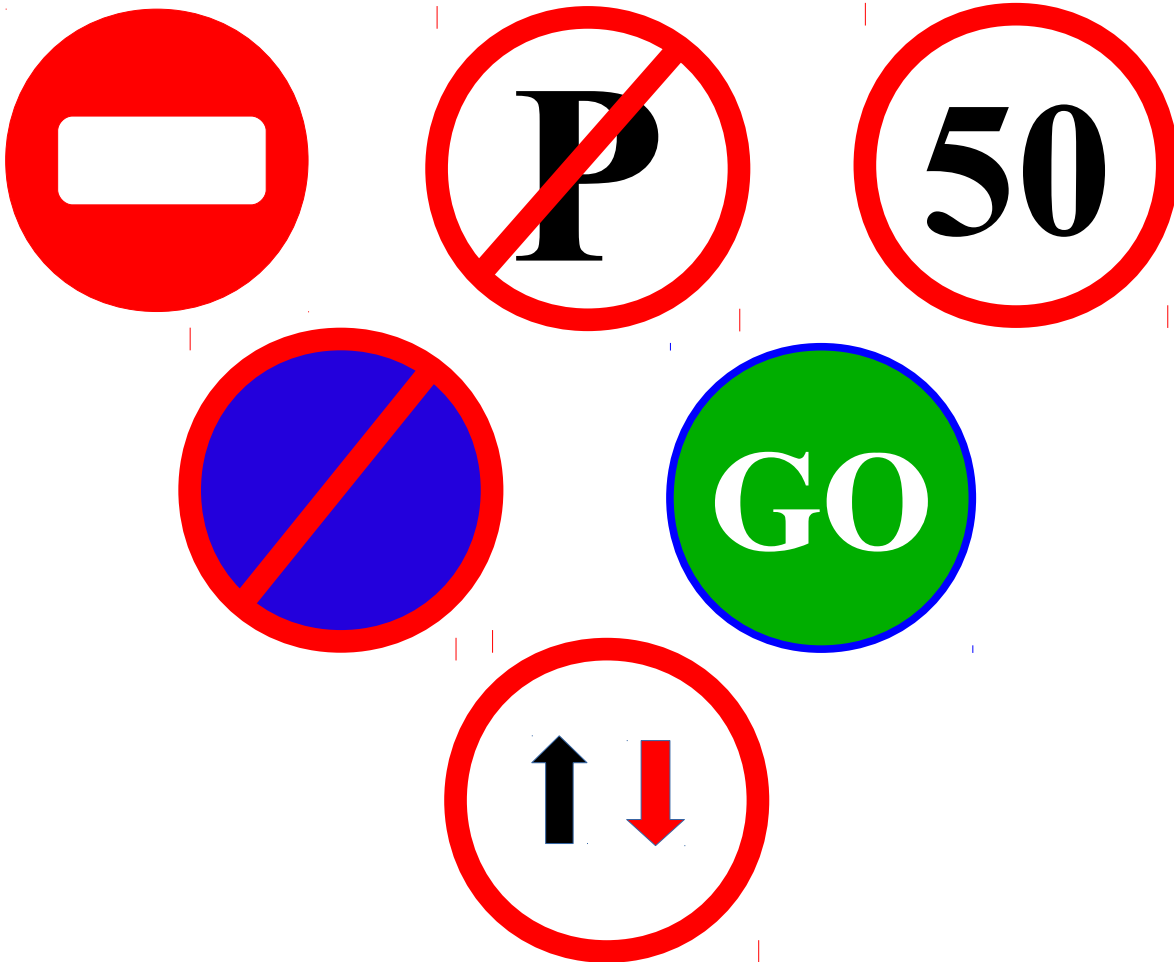
**Sit in the car  
without seatbelt!**

**Stop on the crossroads  
with your skateboard.**

**Object to the driver  
parked  
on the pavement.**

## Directions

1. Put the pawns in the **START** point.
2. Throw the dice and go on.
3. Pick up a card when we reach a coloured square.
4. Decide if the card is right or wrong.
  - **Right**-> go two squares forward.
  - **Wrong**-> go two squares backwards
5. The winner is the one who reaches the **END** point, first.



## Board game: The snail of Road traffic safety

*PANAGIOTIS and CHRISTOFOROS (pc02)*

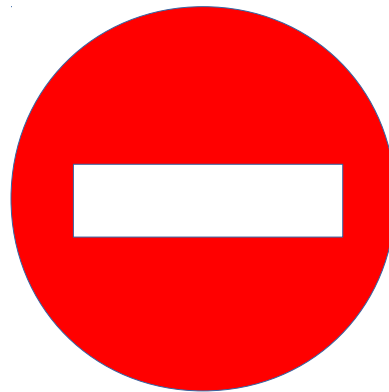
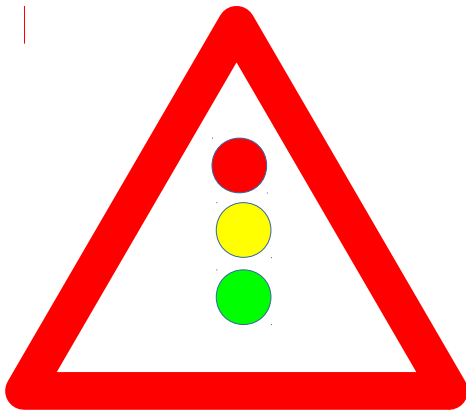
7	6	5	4	3	2	1 <i>START</i>
8						
9		29	28	27	26	25
10		30				24
11		31		35 <i>END</i>		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20

**Look left! Look right!**  
**Before crossing the road**

**Street empty!**  
**Stop because**  
**there is a red light**

## ***DIRECTIONS***

- 1. Put the pawns in the START point.***
- 2. Throw the dice and go on.***
- 3. Pick up a card when we reach a coloured square.***
- 4. Decide if the card is right or wrong.***
  - Right-> go two squares forward.***
  - Wrong-> go two squares backwards***
- 5. The winner is one who reaches the END point, first***



## Board game: The snail of Road traffic safety

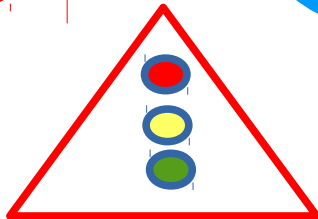
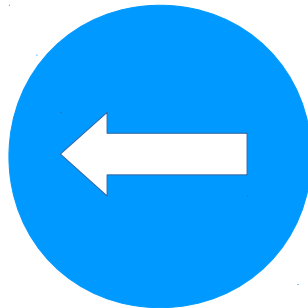
*Konstantina and Katherine (pc03)*

7	6	5	4	3	2	1 <b>START</b>	
8							
9		29	28	27	26	25	
10		30				24	
11		31		35 <b>END</b>		23	
12		32	33	34		22	
13							21
14	15	16	17	18	19	20	



## **Directions**

- 1. Put the pawns in the START point.**
- 2. Throw the dice and go on.**
- 3. Pick up a card when we reach a coloured square.**
- 4. Decide if the card is right or wrong.**
  - **Right -> go two squares forward.**
  - **Wrong -> go two squares backwards.**
- 5. The winner is the one who reachew the END point, first.**





## Board game: The snail of Road traffic safety

*Konstantina and Thalia (pc04)*

7	6	5	4	3	2	1 <b>START</b>	
8							
9		29	28	27	26	25	
10		30				24	
11		31		32 END		34	
12						22	
13							21
14							

**Stop on the crossroads  
with your skateboard**

**Object to the driver  
parked on the pavement**

## *Directions*

- 1. Put the pawns in the START point.*
- 2. Throw the dice and go on.*
- 3. Pick up a card when we reach coloured square.*
- 4. Decide if the card is right or wrond.*
  - Right -> go two squares forward*
  - Wrong -> go two squares backwards*
- 5. the winner is the one who reaches the END point, first.*



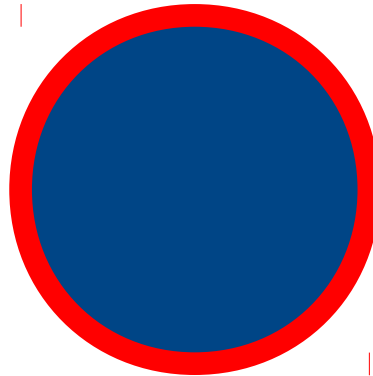
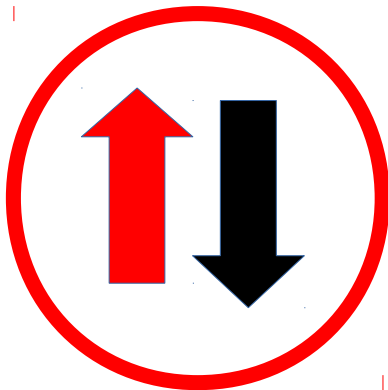
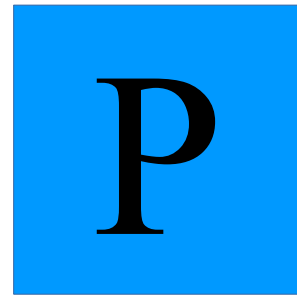
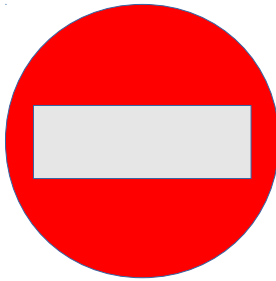
**Board game: The snail of Road traffic safety**  
**Dimitris and Theodora (pc05)**

7	6	5	4	3	2	1 START
8						
9		29	28	27	26	25
10		30				24
11		31		35 END		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20



## Directions

1. Put the pawns in the **START** point.
2. Thort the dice and go on.
3. Pick up a card when we reach a coloyred square.
4. Decide if the card is righ or wrong.
  - **Right** -> go two squares forward.
  - **Wrong** -> go two squares backwards.
5. the winner is the one who reaches the **END** point, first.



**Board game: The snail of Road traffic safety**  
*Nicholas and Vasilis (pc06)*

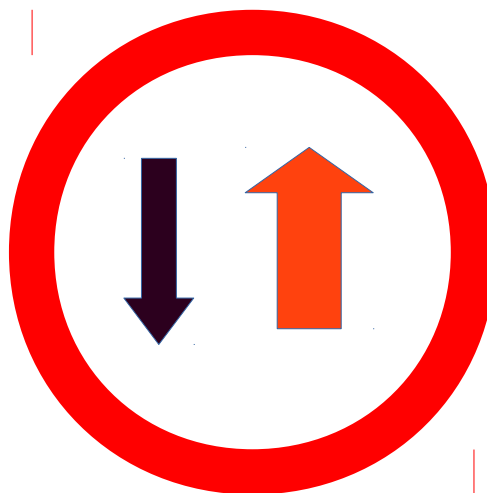
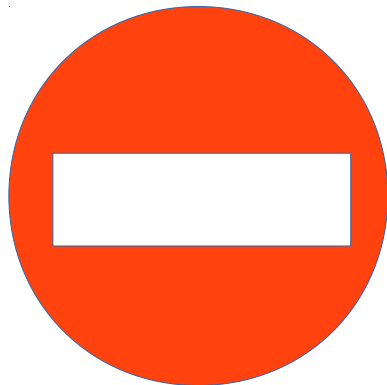
7	6	5	4	3	2	1ΑΡΧΗ STAR
8						
9		29	28	27	26	25
10		30				24
11		31		35ΤΕΛΟΣ END		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20

**Sit on the  
next-to-the-driver  
seat**

**Wear helmet  
when you ride  
your bike**

## Directions

1. Put the pawns in the **START** point.
2. Throw the dice and go on.
3. Pick up a card when we reach a coloured square.
4. Decide if the card is right or wrong.
  - **Right** ->go two squares forward
  - **Wrong**->go two squares backwards
5. The winner is the one two reaches the **END** point, first.



## Board game: The snail of Road traffic safety

*Theodora and Venetia (pc07)*

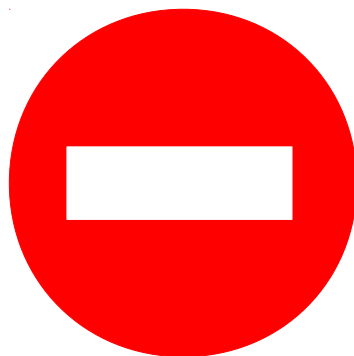
7	6	5	4	3	2	1 <i>ΑΡΧΗ</i>
8						
9		29	28	27	26	25
10		30				24
11		31		35 <i>ΤΕΛΟΣ</i>		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20

Look left! Look right!  
Before crossing  
the road,

Street empty!  
Stop because  
there is a red light

## **Directions**

1. Put the pawns in the **START** point.
2. Throw the dice and go on.
3. Pick up a card when we reach a coloured square.
4. Decide if the card is right or wrong.
5. **Right** ->go two squares forward
6. **Wrong**->go two squares backwards
7. The winner is the one who reaches the **END** point, first.





## Board game: The snail of Road traffic safety

*Amalia A. and Amalia Ts. (pc08)*

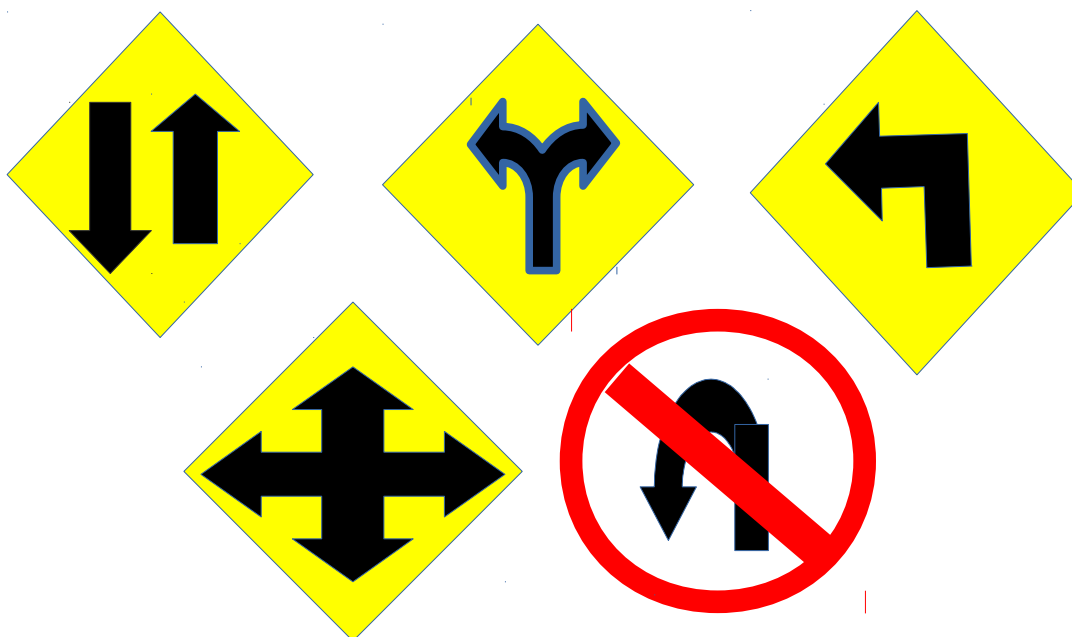
7	6	5	4	3	2	1 Αρχή
8						
9		29	28	27	26	25
10		30				24
11		31		35 Τέλος		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20

*Play hide and seek*  
*On the pavement!!!*

**Sit in the car**  
**Without seatbelt!**

## Directions

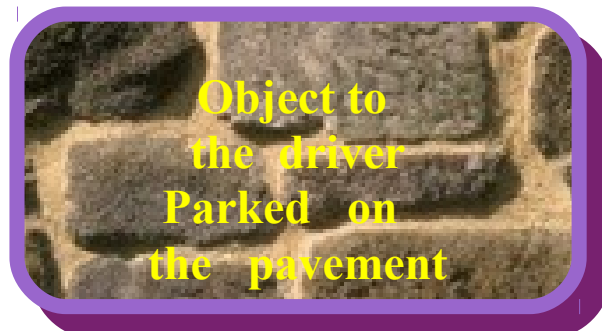
1. Put the pawns in the **START** point
2. Throw the dice and go on
3. Pick up a card when we reach a coloured square
4. Decide if the card is right or wrong
5. **Right** ->go two squares forward
6. **Wrong**->go two squares backwards
7. The winner is the one who reaches the **END** point, first.



## Board game: The snail of Road traffic safety

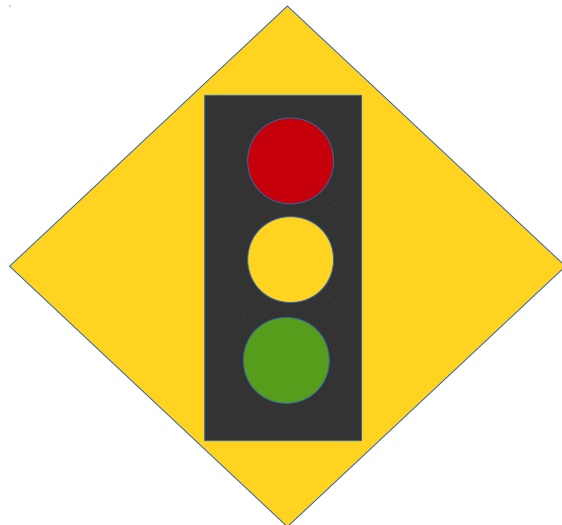
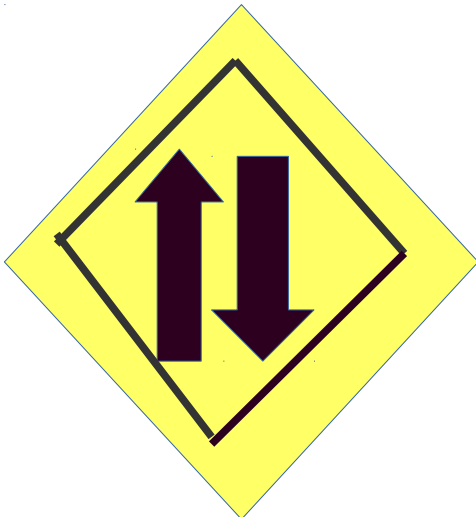
*Eugenia and Mary (pc09)*

7	6	5	4	3	2	1 START
8						
9		29	28	27	26	25
10		30				24
11		31	35 END			23
12		32	33	34		22
13						21
14	15	16	17	18	19	20



## *Directions*

1. Put the paws in the **START** point.
2. Throw the dice and go on.
3. Pick up a card when we reach a coloured square.
4. Decide if the card is right or wrong.
  - **Right**->go two squares forward
  - **Wrong** -> go two squares backwards
5. The winner is the one who reaches the **END** point, first.

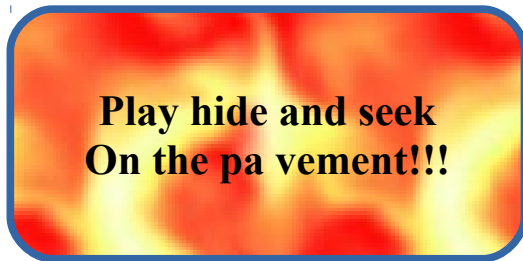
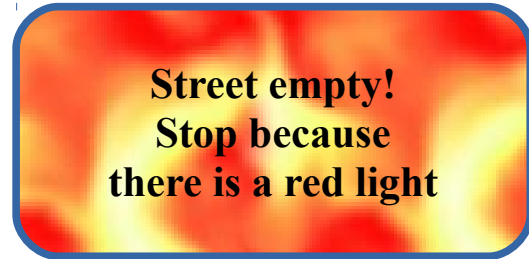


## Board game: The snail of Road traffic safety

*Mike Ch. and Mike M. (pc10)*

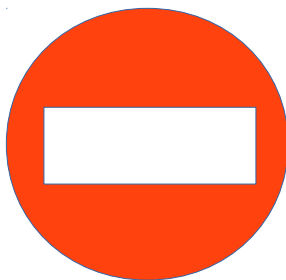
7	6	5	4	3	2	1start
8						
9		29	28	27	26	25
10		30				24
11		31		35end		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20





### Directions

1. Put the panws in the **START** point.
2. Throw the dice and go on.
3. Pick up a card when we reach a coloured square
4. Decide if the card is right or wrong  
**Right**-> go two sqyares forward  
**Wrong**->go two squares backwards
5. The winner is the one two reaches the **END** point, first.



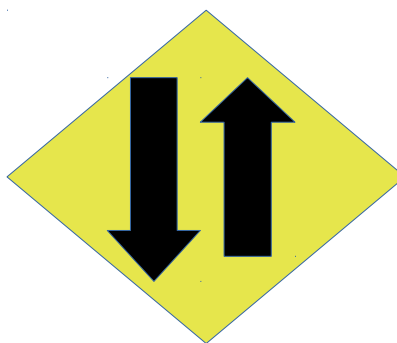
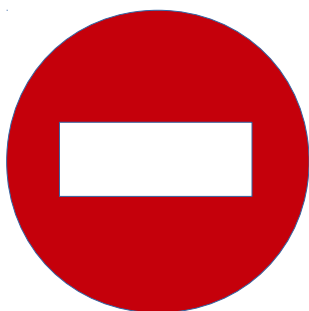
## Board game: The snail of Road traffic safety

*Lydia and Aristeia (pc11)*

7	6	5	4	3	2	1 <b>START</b>	
8							
9		29	28	27	26	25	
10		30				24	
11		31		35 <b>END</b>		25	
12		32	33	34		22	
13							21
14	15	16	17	18	19	20	

## **Directions**

- 1. Put the pawns in the START point.**
- 2. Throw the dice and go on.**
- 3. Pick up a card when we reach a coloured square.**
- 4. Decide if the card is right or wrong.**
  - Right -> go two squares forward**
  - Wrong -> go two squares backwards**
- 5. The winner is the one who reaches the END point, first.**





## Board game: The snail of Road traffic safety

*Angelos and Marilena (pc12)*

7	6	5	4	3	2	1 <b>start</b>
8						
9		29	28	27	26	25
10		30				24
11		31		35 <b>end</b>		23
12		32	33	34		22
13						21
14	15	16	17	18	19	20

## **Directions**

- 1. put the pawns in the START point**
- 2. throw the dice and go on**
- 3. Pick up a card when we read a colored square.**
- 4. Decide if the card is right or wrong**
  - Right -> go two squares forward**
  - Wrong -> go two squares backwards**
- 5. the winner is the one who reaches the END point, first**

