

Harbour Express

Wh-questions board game · ESL primary

2–4 players
10–15 minutes
Ages 6–12 / P1–P6

Who · What · Where

When · Why · How

Speak aloud to move

How to play — 6 steps

1 Set up. Tape the two board pages. Shuffle Wh-cards face down. Each player picks a meeple and places it on START.

2 Roll. On your turn, roll the die and move that many spaces along the harbour route.

3 Draw & speak. Draw the top Wh-card. Read the big question word, then ask/answer the stem *aloud*.

4 Stay or go back. A clear answer (word, phrase, or sentence) → stay. No try / off-topic → move back 1 space. Teacher is the friendly referee.

5 Chance & Speak spaces. Land on ? or **SPEAK** → follow the board prompt before your next roll (see box).

6 Win. First meeple to reach FINISH (exact roll not required) wins. Cheer, reshuffle, play again!

Chance / Speak prompts — Ask any Wh-question to the player on your left · Answer a card with a partner (10 seconds) · Captain's call: one full Wh-question about the harbour · Market chat: name 3 things you can buy — finish in English.

First to the **East Terminal** wins — speak your way across the harbour!