

Mario Kart Review Game

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Level: Elementary School and Junior High School

Grades: All

Inspiration: The video game!

Length of Time: Minimum of 20 mins, unlimited maximum time.

Description: Mario Kart Review Game is a fun and engaging way to review any material previously taught in class. It is a board-game played on the blackboard involving all students.

Preparation and Materials: This is a board game played on the black board or white board of the classroom. Prior to the game, several cards need to be created. These cards correlate with the items used in the Mario Kart Game. I use 5 of these items: banana, mushroom, red shell, blue shell, and star. I have made around 20 of these cards, with the star being the fewest and the banana being the most common of these cards. You can print out or draw these items on paper that cannot be seen through when you flip the cards face-down. In addition to the cards, a single die (two dice is too much) is necessary.

The Game: The students make groups of 4-6 people, and each group is assigned a character. I use my character cards, with which each team gets to draw one card without seeing the character, and then use that character as their “game piece” for the duration of the review game. If you don’t have character cards, then you should print out one character for each group prior to the game. If you don’t have access to a printer, then you can use anything that can be put up on the black-board with a magnet that distinguishes each group from the others, such as different colored pieces of paper.

On the blackboard or whiteboard, draw a starting line on the far left hand side of the board. From this starting line, draw a series of small boxes that will be the board-game spaces. This is a Mario Kart game, so make the series of little boxes into a track, with little loops and turns. At the end of this line of boxes, draw a finish or goal line at the right-hand side of the board.

On a desk or other flat surface, arrange the Mario Kart Item Cards face down and scattered around, so that students can chose a card without knowing the item.

Each teams’ character card now gets put behind the start line of the race track.

The game can now begin. In each group, one person stands up. They are the ones who are answering the question. You can set rules for each questions, such as “For this question, you may NOT consult with your teammates.” Simply use the material you previously studied as questions,

such as “What is りんご in English?” The students raise their hand. I usually call on whoever raised their hands first, and if they get the answer correctly, they may come up, chose an item card, and roll the die.

The five items are as follows:

Banana: Whoever rolls the die *after* the person who draws this card has 1 subtracted from the result of their die. For example, team A picks a card and gets banana. They roll the die. Their character card moves along the track the same number of spaces as the die they rolled. The next question is asked, and THAT team gets -1 subtracted from their die roll, even if it is the same team.

Mushroom: The die roll is multiplied by 2. For example, if a team rolls a 5, they move their characters 10 spaces forward.

Red Shell: The next team along the track is knocked back to the space behind the team who draws the red shell. For example, if team Peach is on the third space after the start, and draws a red shell, then the next team along the track, team Mario, who is on the 7th space after the start line, gets moved to the second space after the start line, directly behind Peach. If no one is ahead of the team who drew the red card, then nothing happens.

Blue Shell: The team in 1st place gets knocked back to the space behind the team who draws the blue shell. This works the same way as the red shell, but instead of the next team along the track, it targets the team in 1st place. If the team who draws the card is already in 1st place, then nothing happens.

Star: The star has two functions. Firstly, it doubles the die, the same way the mushroom does. Secondly, it gives the team that drew it protection from red and blue shells for two turns, after which it expires. The star is put up on the board along with the character card of the team who drew it, then removed after two more turns.

The game can last as long as the teacher is asking questions. The **ALT** and the **JTE** can both ask questions. If a team gets to the goal line and the teachers want the game to continue for longer, then that team is returned to the start line for “lap 2,” but still awarded first place at the end of the game.