

### **How to Play**

- Players move one square at a time.
- Players need to say the hiragana letter, or say a word with that hiragana letter in it, or write a word with the hiragana letter.
- If correct, they can go on whichever way they choose.
- If incorrect (or unable to do the task), they have to move either sideward or go back.
- To introduce the element of chance: let players flip a coin and move either 1 (heads) or 2 (tails) spaces.
- To lengthen the game make students collect letters before going reaching 'Gooru' ie.
  - Must pass on a letter with 'a' sound, 'u' sound, 'i' sound, 'e' sound and 'o' sound before reaching 'Gooru'.
  - Must pass on a 'tenten' hiragana before reaching 'Gooru';
  - Write down all the hiragana passed on the way to 'Gooru' and must make two words before being able to finish the game.

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