



**Boarshaw Community primary school - Flexible Friday Lesson Plan**

<b>Enrichment Activity: Heroquest</b>	<b>Description: Adventure in a world of magic</b>	
<b>Objectives: To promote problem solving, decision making and team work amongst pupils</b>	<b>Date: Spring Term 2</b>	<b>Duration: 6 weeks</b>
<b>Programme of Study: Head thinking</b>		
<b>Progression of Learning and Teaching: Key Teaching Points</b>		<b>Resources needed</b>
<b>Week 1:</b> Introduction to the basic game mechanics, complete the quest "The Goblin Caves".		Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Week 2:</b> Buy equipment, train characters. Complete the quests "The Great Gate" and "The Warrior Halls".		"Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Week 3:</b> Buy equipment, train characters. Complete the quests "The Spiral passage" and "The Dwarven Forge".		Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Week 4:</b> Buy equipment, train characters. Complete the quests "Hall of the Dwarven King" and "The Great Citadel"		Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Week 5:</b> Buy equipment, train characters. Complete the quests "The Eastern Passage" and "Belorn's" mine.		Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Week 6:</b> Buy equipment, train characters. Complete the quests "The East Gate" and "Grin's Crag"		Heroquest board game Quest booklet Hero figures Monster figures Rules book Dice
<b>Outcome:</b> For pupils to game learn the mechanics of a complex board game. Pupils to realise that shared objectives can be achieved through co-operation rather than competition.		