

Pizza Pursuit

A mental starter based on Trivial Pursuit.

Each participant chooses a type of pizza.

A blank dice is labelled with the types of pizza instead of numbers.

Participants take turns in throwing the dice, and answering questions.

A participant can only "take a slice of pizza" if they throw "their" pizza AND answer a question correctly.

The winner is the first person to collect their whole pizza.

Example of play:

Caz chooses eyeball pizza and Daian chooses peperoni pizza.

Caz throws the dice, which lands with peperoni upwards. She has to answer the next question, but is not allowed to take a slice of pizza, because peperoni is Daian's pizza.

Daian's dice throw also results in peperoni upmost. Daian has to answer the next question, and is allowed a slice of pizza if she answers it correctly.

Differentiation

Select questions for appropriate learner levels. For example, questions for each pizza might be set at a different level (but you would not tell the learners this). If Caz is an entry level learner, then eyeball questions should be entry level 1, 2 or 3. Other pizza questions can be at higher levels, as it doesn't matter if Caz gets these wrong - she can only take a slice of pizza when she answers an eyeball question correctly.











