

This is an ESL game based on the board game Clue (also known as Cluedo). It was created by TEFL instructor Corinne Bou. *Enjoy!!*

Instructions: This is a game for nine students. If you need it to be for one student less, you can take out a character. On the detective sheet you will need to cross out one weapon, one room, one character and one relationship to Mr.X. You will also need to take out one **character role card, one room card, one weapon card, one name tag, and one dinner card.**

- 1- Ask the questions to the class. You want the who, what, where, and why on the board as well as the pre-taught words.
- 2- Pre-teach the new words.
- 3- Read the set-up story to the class, ask some comprehension questions about it. Students may ask students questions to you, make up whatever you like to make story really interesting.
- 4- Hand out **character role cards.** (obviously men cards to men....) Students can look in dictionaries or ask each other and teacher if they don't understand something. For right now they cannot show the whole card to each other.
- 5- Hand out the **detective sheets.** Explain that they will get up and mingle, introduce themselves to each other and ask each other what they do for a living. (You can teach: What do you do/ What do you do for a living? here) The students must fill in the first column on the upper right of the detective sheet. Tell them that after they finish to come and see you.
- 6- Students mingle to find out each other's jobs.
- 7- When they come to see you, attach a **name card** to their shirts.
- 8- Students sit down. You explain that they now must find each other's relationship to Mr.X and the reason they don't like him. Students ask each other in pairs first and then in groups and then mingle. Students fill out the middle of the detective sheets. They can improvise with their stories and really get into their characters now. (i.e. The feuding couple can bicker a bit, Mrs.Peacock can act crazy...)
- 9- Once this is done they sit down. Now, students can make two guesses to each character about what possible weapon was available to them last night. Once they guess the weapons, write them down on the board. Students then write them in on their detective sheets. (While they do this prepare **the weapon cards, room cards, and dinner cards.** Each character will get one of each)

10- Second part

Teacher explains that now there is a competition. The fastest character to fill in on their sheet the correct murderer, reason, room, and weapon wins the game. When they have filled in their sheet they give it to you. They then wait for the others to finish.

-In this second part you must ask everyone what weapon they had last night, what room they were in, and whether or not they left dinner last night. As they find out they cross out on their detective sheets the weapons and the rooms. There will be one room and one weapon missing (left out on the sheet). This means that the missing weapon and room are two of the three answers. They also ask each other if they left at dinner. The person that left at dinner is the murderer. Then they link up the reason they killed Mr.X from the first part and write all four answers down on their sheet and give it to you.

-Explain this part really well and give out **weapon cards, room cards, and dinner cards.**

Important- the teacher can only know ahead of time where and with what the murder was committed (the solarium, the rope) but he/she doesn't necessarily know who the murderer was.

The best detective could win a small prize like a candy bar. The students could tell you how they came to their conclusions.

Ask some questions: Do you know the game Clue (also known as Cluedo)? Who are the characters? How do you play? What always happens in a Clue game? (there was always a murder committed) What is the goal of the game? (to find out why (in this version), who, where, and how the murder was committed)

Pre-teach: vocabulary

a philanthropist

a pipe

to commit

a murder
a reverend
a rope
a murderer
inheritance
a sword
to blackmail
an affair

Set-up story

A few weeks ago, we all got separate invitations to a party at philanthropist Mr.X 's house. We all met last night at this house. Some met for the first time, others have known each other for a very long time. Mr.X is a very mysterious and strange person. He has a mansion near a lake one hour south of Paris by private jet. When we received the invitation we all separately decided to go use his pool and have dinner with him. We were all curious about spending some time with him. However, something terrible happened! Somebody killed Mr.X What's worse, it was one of you! I was the butler and I found the victim, my employer. I'm out of a job now, and I want justice!

Characters

Mrs. White
Mr. Gray Cloud
Colonel Mustard

Professor Plum
Mrs. Peacock
Reverend Green

Ms. Pink Flamingo
Mrs. Electric Blue
Mr. Orange

Rooms of the house

Mr.X's study
the sitting room
the dining hall

The library
The entrance hall
The pool house

Mr. X's bedroom
The kitchen
The garden

Jobs

A doctor
A reverend
A personal chef

A mountain climber
A top model
A sorcerer

A plumber
A monk
A hunter

Weapons

A very big and heavy Bible
A sword
An overdose of medicine

A voodoo doll
A pipe
A butcher's knife

A gun
A rope
A Hermès scarf

Motives for murder

- ☒ Jealousy (best friend jealous of Mr. X's way of life)
- ☒ Jealousy (Mr.X has just told his mistress that he won't leave his wife, Mrs.X)
- ☒ Inheritance
- ☒ Life Insurance
- ☒ Hatred
- ☒ Blackmail by Mr.X
- ☒ Revenge (Mr.X put someone in jail)
- ☒ An argument turned violent

Character role cards

Mrs. White. You are a very well-known doctor. You were Mr. X's first secretary before you went to college. Since then you have become rich and famous. However, you have many secrets that Mr. X discovered when you were working for him. *Now he is blackmailing you for all the money you have.* You have some very powerful medicine in your doctor's bag and are thinking about using it.....



Mr. Grey Cloud. You are a very silent and soft-spoken man. You are a monk and have lived in a monastery your whole life. *Rich Americans like Mr. X come to the monastery to learn karate. You have come because you have been invited by Mr. X. You are very upset with him because you have learned that he wants to close the monastery and bring all the monks over to Manhattan.* You can get violent.... You have a sword from your temple in your bag.



Professor Plum. You are a retired archaeologist. Now your favourite past-time is hunting. You like hunting deer and geese. *Recently you found out that Mr.X has been having an affair with your wife, Mrs. Pink Flamingo, the famous top model.* You have your hunting gun with you and hope you don't get too upset with Mr. X....



Mrs. Pink Flamingo. You are a beautiful creature. You are a world-wide acclaimed top model. *All men fall in love with you but you only have eyes for Mr. X. Unfortunately, he has told you that he will not leave his wife, Mrs. Electric Blue.* You are furious. You have a Hermes scarf in your bag that you might use in an argument.....



Mrs. Electric Blue. You are an amateur mountain climber and have just been out climbing with Professor Plum. You have a climbing rope in your bag. You are Mr. X's wife. *You have just found out that he is having an affair with Mrs. Pink Flamingo. You have also been having an affair with his best friend, Professor Plum. You know that your husband is very mysterious and secretive and must have lots of money.* You also know that if he dies you will inherit all of it....



Reverend Green. You are a Reverend. *You are Mr.X's brother and have come because he said he needed to discuss something with you. You think he will help your church that needs money to keep its doors open.* You have come with a very big, very heavy Bible from which you will read passages to try to convince him. You can become very violent and insistent if you don't get what you want.....



Mrs. Peacock. You are an interesting woman. *You are a sorceress and do white and black magic. You met him one of his safaris. He helped you come to the States. However, you want to blackmail Mr.X tonight. You have a dirty little secret that nobody knows about him. You have a voodoo doll of him in your bag ready to be used.....You are completely crazy, just plain nuts.*



Colonel Mustard. You were in the army and then you discovered your real passion – cooking. *You are now a personal chef and came to Mr.X's party to cook for everyone at dinner. What Mr. X does not know is that you are the same little boy he used to be so mean to in school. You have a butcher's knife and might use it.....*



Mr. Orange. *You are a plumber and one of Mr.X's schoolmates. You were just working at someone else's house and so have a pipe in your bag. You like Mr.X very much but are very jealous of his way of life. Tonight you are going to try to stay calm because you have come to ask for a loan. You think he will refuse.*

Name cards

Mrs. White	Professor Plum	Ms. Pink Flamingo
Mr. Grey Cloud	Mrs. Peacock	Mrs. Electric Blue
Colonel Mustard	Reverend Green	Mr. Orange

Detective cards

Characters

Mrs. White
Mr. Grey Cloud
Colonel Mustard
Professor Plum
Mrs. Peacock
Reverend Green
Ms. Pink Flamingo
Mrs. Electric Blue
Mrs. Orange

Their jobs

Their relationship to Mr.X

Mrs. W
Mr. GC
Col. Must
Pr Pl.
Mrs. P
Rev. Gr
Ms. PFl
Mrs. ElBl
Mrs. Or

The reason they had to commit the crime

Who committed the crime:

The weapons

The weapon that was used:

The room where the crime was committed:

The solarium
The kitchen

Mr.X's study
The sitting room
The dining hall
The library
The entrance hall
The pool house
Mr.X's bedroom
The garden

The rooms of the house

The reason the crime was committed:

Room Cards

Last night you went to the library to look up some books about herbal medicine.

Last night you went to the pool house to have a swim.

Last night you went into the garden to get a breath of fresh air.

Last night you went into the kitchen for another slice of chocolate cake.

Last night you went to the study to write a letter.

Last night you went to the dining hall to find a fellow guest.

Last night you went to the sitting room to have a cigar.

Last night you went to Mr.X's bedroom because you were curious.

Last night you went to the entrance hall to get something from your coat.

Weapon cards

You have the pipe.

You don't have a weapon.

You have the Hermes scarf.

You have the gun.

You have the sword.

You have some very dangerous medicine.

You have the voodoo doll.

You have the butcher's knife.

You have a very, very heavy Bible.

Dinner cards

You were at dinner last night and didn't leave.

You were at dinner last night and left the room for a few minutes.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.

You were at dinner last night and didn't leave.