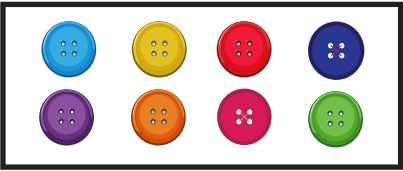
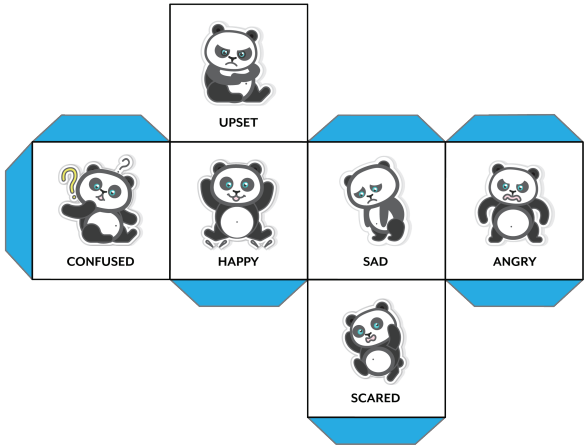


Board Game: Express Board

 HAPPY	A fool and his money are soon parted	活到老，學到老	Failure teaches success	近朱者赤，近墨者黑	Every cloud has a silver lining	水能載舟，亦能覆舟	Where there is a will there is a way	行行出狀元
 UPSET	經一事，長一智	Cleanliness is next to godliness	知己知彼，百戰百勝	A friend in need is a friend in deed	當局者迷，旁觀者清	Honesty is the best policy	不聽老人言，吃虧在眼前	An apple a day keeps the doctor away
 CONFUSED	Better late than never	世上無難事，只怕有心人	Dont judge the book by its cover	路遙知馬力，日久見人心	A good beginning makes a good end	人望高處，水向低流	All work and no play makes jack a dull boy	千里之行，始於足下
 SAD	工欲善其事，必先利其器	All good things come to those who wait	船到橋頭自然直	Birds of feather flock together	人不可貌相	Actions speak louder than words	由奢入儉難	A stitch in time saves nine
 ANGRY	Great minds think alike	逆水行舟，不進則退	Every path has its puddles	一寸光陰一寸金，寸金難買寸光陰	A golden key can open any door	三人行必有我師	Charity begins at home	有志者，事竟成
 SCARED	讀萬卷書不如行萬里路	Empty vessel makes the most noise	種瓜得瓜，種豆得豆	Don't count your chicken before they hatch	樹大冇枯枝	Home is where the heart is	一言既出，駟馬難追	All that glitters is not gold



- Instructions:
1. Select 8 students who will play the game.
 2. All of them choose their character cards and keep all 8 pieces of their character cards with them.
 3. The first student rolls the paper dice to get an emotion cue.
 4. The student then picks a colored button from the pouch/box.
 5. He/she then has to say the proverb in the board corresponding to the emotion on top of the dice and button color.
 6. After narrating the proverb, the student puts his/her character card on the block to claim it.
 7. One by one other students also take turns to play the game.
 8. If a student rolls the dice and picks the color button that correspond to a proverb that has already been performed, he/she has to miss the chance.
 9. The winner will be the one who ends up with all character cards on the board first.

Please refer to p.88-89 of the Storytelling Manual for more details.