 Emily Daly

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IMAGIDANCE®



4-10
years

 **2**
 **12**

 **20min**





A game for 2 to 12 players, 4 years +. Average duration: 20min.





































CONTENTS

12 dice engraved on all 6 sides (72 pictures).

PRESENTATION OF THE 12 DICE

Each Imagidice die corresponds to a theme; there are a total of 72 pictures categorised as follows:

1 SKY	2 PLACES	3 FOOD	4 EMOTIONS	5 ACTIONS	6 FANTASTIC
Star	Path	Sweet	Love	To sleep	Dragon
Moon	Forest	Mushroom	Anger	Have an Idea	Ghost
Snow	Cavern	Fruits	Joy	To walk	Fairy
Rain	Labyrinth	Cake	Laugh	To speak	Wolf
Sun	Home	Vegetables	Surprise	To think	Pirate
Wind	Mountain	Meat	Sadness	To meet	Witch

7 HUMAN BODY	8 ANIMALS	9 HOBBIES	10 TRAVEL	11 EVERYDAY LIFE	12 HISTORY
 Mouth	 Spider	 Cinema	 Plane	 Money	 Ship
 Hand	 Cat	 Writing	 Sea	 Broom	 Castle
 Nose	 Horse	 Cooking	 Globe	 Ball	 Dinosaur
 Eye	 Dog	 Music	 Clock	 Luck	 Enigma
 Ear	 Bird	 DIY	 Train	 Flower	 Magnifying glass
 Foot	 Snake	 Art	 Car	 Bed	 Volcano

OBJECT OF THE GAME.

Imagidice is a fun, original way of giving free rein to your imagination and encouraging verbal expression in players of all ages. The pictures on the dice open up an infinite world of ideas for creating a multitude of stories. Each die corresponds to a different theme so you can change the game as you wish or require. Throw the dice then, with the other players, think up a story including each of the pictures shown on the dice. In Imagidice, there are no winners or losers. Variants exist to transform this creative game into a truly educational and linguistic tool for enriching vocabulary.

SETUP

The game is usually played with 12 dice. For younger players or shorter games, we recommend using only 8 dice, based on their theme.

PLAYING THE GAME

One or more players roll the dice into the middle of the table, making them available to all players. The oldest player chooses one of the dice and places it in front of them. The image depicted will be used as a start of their story. There are no good or bad choices, play with the image that inspires you the most. Below you will find a description of the die symbols to help you. This information is only given to you as a guide! The only thing that matters is your imagination. If you prefer to interpret a symbol in a different way, go ahead. The game then proceeds clockwise. The next player takes another die, without changing its side, continues the previous player's story, and so on. You create the story gradually with each contribution. Before you start you can also set a theme: fairy tales, fantasy, travels...

END OF THE GAME

The game ends when all dice have been used. Your story is now finished, and you can roll the dice again to start a new story.

EDUCATIONAL VARIANTS

Imagidice is used by language teachers, school teachers and speech therapists all over the world. The game not only has a recreational aspect, but it can also be an educational tool for language professionals or parents who want to support their children while they learn and improve their vocabulary, whether it is in their mother tongue or in a foreign language. Associating visual components with spoken language facilitates memorization and learning.

Develop vocabulary:

A player rolls a die and states a word associated with the image. You can play in your mother tongue or in a foreign language. This simple exercise is perfect for vocabulary comprehension, but you can also make it more complex by playing with synonyms or associating ideas.

Example: Rain.



*synonym: downpour; association of ideas: storm, bad weather;
French word: pluie.*

For younger children, encourage them to express themselves by asking questions related to the revealed image.

Build a sentence:

A player rolls two or more dice and builds a sentence using the resulting images.

Example :



'I am walking in the forest'.

Then, the next player rolls the dice and builds a new sentence. As with the Vocabulary variant, it is possible to play this in your mother tongue or in a foreign language. For more advanced levels, we recommend conjugating the verbs and using different grammatical tenses ("I would walk in the forest if it stopped raining."). If you want to encourage further conversation and interactions, you may also use the revealed images to ask a question to the player of your choice.

Improve your memory:

In small groups, players roll multiple dice (depending on the desired difficulty level) and observe the images for 20 seconds. Then, the dice are hidden. They must remember as many words as possible and write them down on a piece of paper. The player who has remembered the most words will be the winner!

The story of Imagidice®:

Imagidice® was created in Wales in 2000 by the language teacher Emily Daly, under the name Talking Dice®. This set of dice makes for a simple and clever educative tool. Thanks to its universal concept, Imagidice® quickly grew successful among all language professionals. The brand Talking Dice® was licensed in 2002, and the game has become a reference in its field, even winning a prize in 2004. Linguascope (London) later bought the license and has contributed to the development of the game by distributing it to thousands of language-professionals, in more than fifty countries throughout the world!



WARNING! Not suitable for children under 3 years old. Contains small parts that could be ingested. Keep this information and address for future reference. 04-2021

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under the name of Talking Dice®.

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