

Game board

The game board is a large, hand-drawn illustration. It features a central rectangular area with a 'Finish' space at the bottom. Surrounding this central area are various paths and spaces. The board is divided into several sections. At the bottom left is the 'Start' space. Moving clockwise from the bottom left, there are spaces for 'Go back two spaces', 'Go back one space', 'Go forward one space', and 'Finish'. The board is decorated with various icons and illustrations, including a car, a clock, a snowflake, a sun, a pen, a wine glass, a leaf, a book, a hamburger, a warning sign, a gift, a coffee cup, a birthday cake, a stove, a megaphone, a book, a telephone, a dice, and a coin. The board is divided into several sections. At the bottom left is the 'Start' space. Moving clockwise from the bottom left, there are spaces for 'Go back two spaces', 'Go back one space', 'Go forward one space', and 'Finish'. The board is decorated with various icons and illustrations, including a car, a clock, a snowflake, a sun, a pen, a wine glass, a leaf, a book, a hamburger, a warning sign, a gift, a coffee cup, a birthday cake, a stove, a megaphone, a book, a telephone, a dice, and a coin. The board is divided into several sections. At the bottom left is the 'Start' space. Moving clockwise from the bottom left, there are spaces for 'Go back two spaces', 'Go back one space', 'Go forward one space', and 'Finish'. The board is decorated with various icons and illustrations, including a car, a clock, a snowflake, a sun, a pen, a wine glass, a leaf, a book, a hamburger, a warning sign, a gift, a coffee cup, a birthday cake, a stove, a megaphone, a book, a telephone, a dice, and a coin.

What will happen if...?

Worksheets

37a

and

37b

NOTE: Use Worksheets 37a and 37b for this activity.

**ACTIVITY**

Groupwork: speaking

**AIM**

To play a board game by making first conditional sentences

**GRAMMAR AND FUNCTIONS**

First conditional to talk about likely situations and describe their results.

**VOCABULARY**

General

**PREPARATION**

Make one copy of Worksheet 37a (game board) for every three to four students in the class. Enlarge this to A3 size, if possible. Make one copy of worksheet 37b (cue cards) for every three to four students in the class and cut it out as indicated. You may wish to stick the cue cards onto card. Provide dice and counters for each group.

**TIME**

30 minutes

**PROCEDURE**

- 1 Ask the students to work in groups of three or four.
- 2 Give one game board and one set of cards, counters and dice to each group.
- 3 Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 37b. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.
- 4 Demonstrate using examples from the game.  
For example:  
(on the game board) *visit my country in winter*  
(on a card) *go shopping*  
*If you visit my country in winter, we'll go shopping.*  
  
(on the game board) *write to me*  
(on a card) *be surprised*  
*If you write to me, I'll be surprised.*
- 5 The students are ready to play the game. While they are playing, go round to each group and check they are playing correctly. Answer questions and offer help.
- 6 When the first student reaches the end of the game, or has used up all their cards, ask all the groups to stop playing, even if they have not finished

Question cards



BE SURPRISED	BE VERY TIRED	SPEND A LOT OF MONEY
PHONE YOU	GIVE YOU A KISS	GIVE YOU A LIFT
TAKE YOU OUT	SEE SOME BEAUTIFUL SIGHTS	HAVE AN ACCIDENT
BUY YOU A GIFT	MAKE YOU A CUP OF TEA	GO TO SLEEP
GO HOME	BE ILL	GO SHOPPING
STAY AT HOME	GIVE YOU SOME FLOWERS	CRY
BE VERY PLEASED	HAVE A GOOD TIME	BE VERY ANGRY

# What will happen if...?

Worksheets

37a

and

37b

## HOW TO PLAY THE GAME

- 1 Put the game board in the middle of the table and place the cards face down. Each player takes five cards. Leave the rest of the cards in a pile, face down.
- 2 All the players put their counters on the square marked START and throw the dice. The first player to throw a six starts the game.
- 3 Player A throws the dice and moves their counter along the board according to the number on the dice.
- 4 Player A then reads the words on the square they have landed on and makes a sentence beginning with *If...* using the words in the square and the words on one of their cards to finish the sentence in an appropriate way.
- 5 The sentence must be grammatically correct, and also make sense. If the group is unsure about a sentence, they can reject it, but if a player can justify his/her sentence to the satisfaction of the other players, it is accepted.
- 6 When a player has used a card to finish off a sentence, they put it at the bottom of the pile.
- 7 If a player has a joker card, they can finish off the sentence in any way they like.
- 8 If a player can't use any of their cards to finish off the sentence appropriately, they can take one from the top of the pile and use it if possible. If they can't use this card either, they miss a go.
- 9 If a player lands on a square marked 'if', they can begin a sentence in any way they like and finish it with one of their cards.
- 10 The game continues until the first player reaches the square marked FINISH, or uses up all their cards. This player is the winner.