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# That says a lot about you (Groups)

Photocopiable material: pp. 167 & 177

Focus: Giving opinions, describing  
Level: Intermediate  
Time: 15'  
Materials: Board, cards, counters, die/spinner

### Procedure:

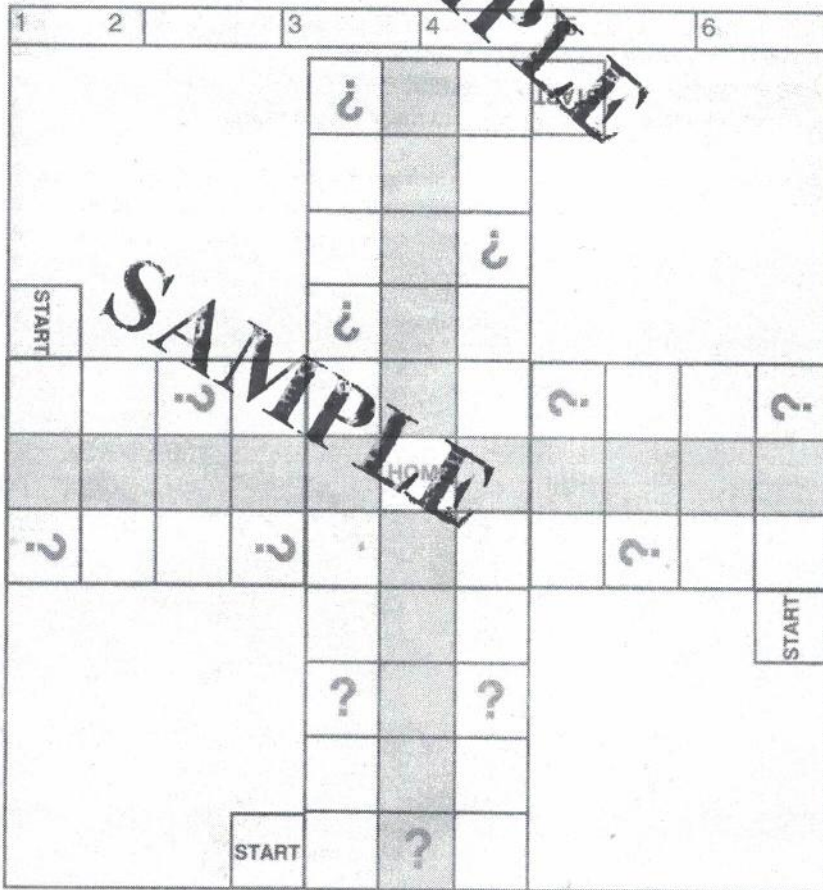
Students play in groups of four.  
Give each group a ludo board, 4 counters, a die/spinner and a set of category cards. The cards are placed face down in a pile on the table. Students can make their own category cards.  
Each student places a counter in their own start box. Students take it in turns to roll/spin to get around the board. Students move around the squares on the outside of the board until they come back to their own starting area, where they move up the blue squares to the home position.  
When a student lands on a space with a **?**, they pick up a category card and think of some item/product in that category which they like and talk about it. Students must include three reasons why they like the item/product and are not allowed to use the words **GOOD** or **NICE**.  
If a student can give three reasons, they keep that card. If not, the card goes to the bottom of the card pile. If a student lands on a space already occupied by another student, they knock that student back to the start position.

The winner is the person who has the most cards when they reach the HOME position.

e.g. Student A:

*I really like sarongs because you can use them as a dress in the summer. They are usually colourful and keep you cool.*

Sample Board:



Sample Cards:

- clothes
- food
- books
- films
- flowers
- festivals
- stars
- countries
- colours
- animals
- sports
- cities



## One Word Stories (Groups)

Focus: Story  
building

Level:  
Upper-intermediate  
- Advanced

Time: 15+

Materials:  
Toothpicks

### Procedure:

Students play in groups of three.

Students tell a story, one word at a time. Every second word must be one syllable.

Each student starts with 10 toothpicks and wins or loses them depending on their progress in the game.

Students lose a toothpick if :

- they cannot continue
- they add a word which does not make sense
- they add a word of the wrong syllable length

Students gain a toothpick if they add a word which finishes a sentence and the next student cannot continue.

The winner is the student who has the most toothpicks at the end of a time limit.

Student A: *One.*

Student B: *morning*

Student C: *I*

Student A: *wandered*

Student B: *down*

Student C: *market*

Student A: *street*

Student B: (cannot think of a word of two syllables or more – student B loses a toothpick and student A gains a toothpick as they have finished the sentence. Student C continues by starting a new sentence.)

Student C: *Suddenly*

Student A: *in*

Student B: *Mario's*

Student C: *I*

Student A: *noticed*

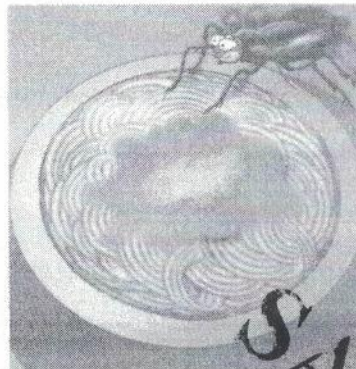
Student B: *a*

Student C: *horrible*

Student A: *fat*

Student B: *cockroach*

Student C: *eat* etc.



The story can be strange and this adds to the fun. Students have to think on their feet about vocabulary, sentence structure, collocation and logic.