

Activity Type

Grammar and Speaking Game: forming sentences from prompts, freer practice (group work)

Focus

First conditional

Aim

To make first conditional sentences from prompts.

Preparation

Make one copy of the game board for each group of three or four. Enlarge the game board to A3 if possible. You will also need to prepare some dice and counters.

Level

Intermediate (B1)

Time

25 minutes

Introduction

In this first conditional board game, students practice making first conditional sentences from prompts.

Procedure

Divide the students into groups of three or four.

Give each group a copy of the game board, a dice and counters.

Students place their counters on the start square.

Students then take turns rolling the dice and moving their counters along the board.

When a student lands on a square, they read the prompt and make a first conditional sentence beginning with *If...*

Students can finish the sentence any way they like, but it must contain the words in the square, be appropriate and grammatically correct.

For example, if they land on 'volunteer', they can form the sentence, 'If you volunteer for a project, you'll gain valuable experience.'



If a student lands on a square marked *If*, they can make any first conditional sentence they want.

If a student forms the sentence correctly, they stay on the square.

If not, they go back two squares.

If the group is unsure about a sentence, they can ask you to adjudicate.

The first student to reach the finish wins the game.

Finish		If	manage your time effectively	volunteer	invest money wisely
get up early tomorrow		take care of the environment			If
If		travel abroad		Super skip! Move ahead	get a good night's sleep
don't lock my front door		have plenty of time to relax		the teacher cancels the lesson	
take a taxi		get excited		If	
run out of food at home		don't check my email		take an online course	
water the plants regularly		be disappointed		lose my keys	
feel bored		Oh no! Go back		have enough time	feel better
put on some music	don't eat breakfast	If			Start