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978-0-521-00651-4 - Games for Vocabulary Practice: Interactive Vocabulary Activities for all Levels
Felicity O'Dell and Katie Head
Excerpt
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1.1

UNIT 1 Personal information

All in a day

Level

Elementary

Time

40–45 minutes

Aim

To practise everyday expressions formed with the verbs *do*, *get*, *go*, *have*, *make* and *take*

Materials

For Warm-up, one copy of the Vocabulary grid for each student

One copy of the board for each group of three to four students

One dice for each group of three to four students

One counter (or equivalent) for each student

For Follow-up, a picture of a person that the students will all be able to see

Key vocabulary

do: the cleaning, the cooking, the ironing, the washing-up, your homework

get: cold, dressed, angry, tired

go: clubbing, running, shopping, swimming, to bed, upstairs

have: a drink, a meal, a party, a rest, a shower

make: a mess, a noise, a phone call, friends, the bed

take: an exam, a photo, the bus, the train, your coat off

Warm-up

1 Draw six columns on the board. Write one of these verbs at the top of each column: *do*, *get*, *go*, *have*, *make*, *take*. Ask students to copy this.
2 Give each student a copy of the Vocabulary grid.
3 Tell students that each vocabulary item goes with one of the six verbs. Elicit two examples and write them in the correct columns on the board.
4 Ask students to complete their table, either individually or in pairs.
5 Check the answers with the whole class. Students may suggest other possible answers that are not given in the Key vocabulary or used later in the game, e.g. *take a shower*, *make a meal*.

Main activity

1 Divide the students into groups of three or four. Give each group a copy of the board, a dice, and a set of counters.
2 Playing the game:
- Students take turns to throw the dice and move their counter along the squares.
- When they land on a square, they make a sentence about a student in the group using the picture and the word in the square, e.g. *Marco, I think you go swimming.*
- The other students have to decide whether the sentence is grammatically right or wrong. If the sentence is right, they stay where they are. If it is wrong, they go back two squares.
- If a student arrives on a square with a ladder, they may go up the ladder if they make a grammatically correct sentence. If they arrive on a square with a snake's head, they go down the snake.
- The winner is the first student to reach square 30.

Variation

The board can be used to practise particular grammatical structures at different levels, e.g.
present continuous *He's going swimming. They're having a party.*
present perfect questions *Have you been swimming today? Have you done the cleaning yet?*
conditional sentences *If you don't take the bus, you'll be late for the party. If she goes dancing tonight, she'll be tired tomorrow.*

Follow-up

Show the class a picture of a man or woman. As a class the students build up a story about the person's daily routine, using language from the game, e.g.
Student A: *Every day Sally gets up at 7 o'clock and she has a shower.*
Student B: *Every day Sally gets up at 7 o'clock and she has a shower. She makes the bed, then …*
Continue in this way until all the students have had a turn.

Homework

A Write six questions using the vocabulary from the activity, then interview another person and write about them.
B Write six sentences about a day when you were very busy, using vocabulary from the activity.

Acknowledgement
We first came across the idea of using Snakes and Ladders in the language classroom in *Grammar Games* by Mario Rinvolucri (Cambridge University Press 1984).

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Vocabulary grid

tired	your homework	swimming	the bed	a party	the cleaning
to bed	your coat off	the washing-up	a shower	upstairs	clubbing
a drink	a rest	angry	cold	the train	a noise
a phone call	running	the cooking	friends	the ironing	shopping
a meal	the bus	a mess	a photo	dressed	an exam

FINISH

30 take	29 go	28 do	27 make	26 have
21 make	22 get	23 take	24 do	25 go
20 do	19 go	18 have	17 take	16 get
11 make	12 take	13 go	14 have	15 do
10 get	9 go	8 do	7 make	6 have
1 make	2 have	3 get	4 go	5 take

START

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