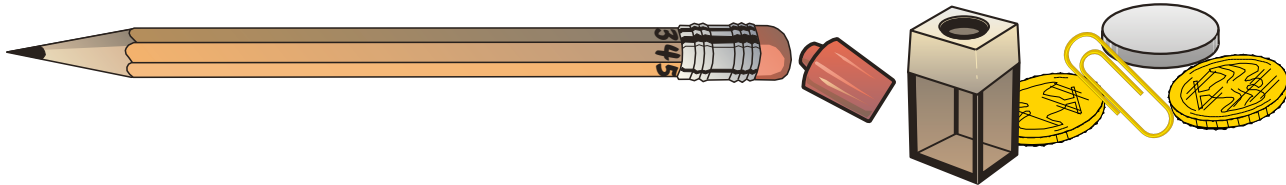
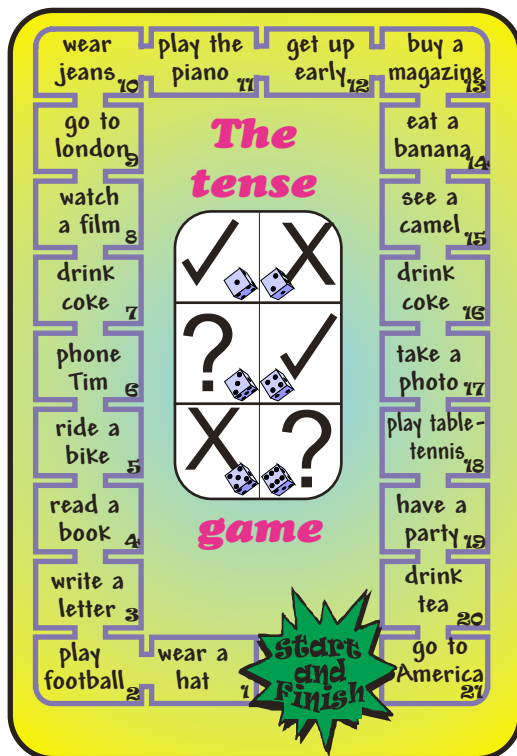


# Get them talking! (1)

**I**N the modern communicative classroom this is, of course, our most important goal. Gone are the days when teachers were content to get their pupils shouting out in chorus their 'pattern drills'. One of the most effective ways of 'getting them talking' is with the help of board games. What's more-the preparation is quite simple. Just photocopy your board game. If you do not wish to make coloured print-outs, then make photocopies with coloured paper. If you haven't got a die or counters then you can easily make a substitute with a pencil. Ask your pupils to take a six-sided pencil and write the numbers 1-6 on the sides. The players just roll the pencil and move their 'counters' the number of spaces indicated. Small coins, coloured paper clips, pencil-sharpeners, tops of pens, rubbers, etc can be used as counters.



An alternative is to use a two Euro coin: the pupils spin the coin and move their counters one or two spaces, accordingly. To 'get them talking' tell the class the rules of the game and then give each group of three to five pupils a 'board', die and counters. The rules are: The youngest pupil in the group throws the die (rolls the pencil, spins the coin) and moves his counter onto the corresponding square. He then has to answer the question. If he says nothing or speaks mainly in German, he has to move back two spaces., if he lands on FREE QUESTION, the player before her can ask her a question relating to the subject. The first player to land on FINISH has won and can take the little sweet which, I'm sure you have put there! I have included three such communicative games for various levels.



Board games are great for practising structures or vocabulary, too.

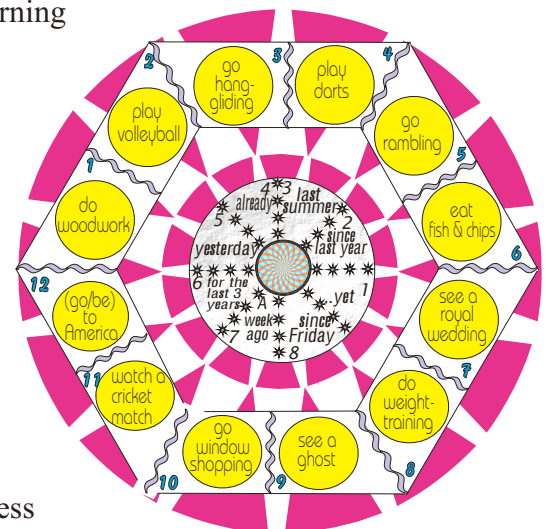
There is hardly any aspect of English vocabulary and structures which with a little thought cannot be put into the form of a board game.

**The tense game** is designed for practising the simple past/ simple present, etc.) Let's use it for the simple past: The pupil throws, say a 'two' and places her counter on 'play football'. From the middle of the board she can see that she has to form a negative sentence. "Did you play football yesterday?" The others decide if her sentence is right and if so, she can stay on '2'. The next player throws a 'six', places his counter on 'phone Tim' and forms a question: "Did you phone Tim yesterday?" The other players listen carefully to the sentences formed and if they notice a mistake (\*I played not football yesterday", \* "Phoned you Tim yesterday", etc. ) the player has to return to the original place (go back three spaces, etc.). The first player to complete two rounds is the winner. With the appropriate 'time words' ('tomorrow', 'since Tuesday', 'at the moment', 'every day', etc.) this game can be used for practising positive, negative and interrogative sentences in other tenses.

I've also included another version of this game for students learning business English.

## The Tense Game

*The Tense Game* is designed to 'drill' the difference between the simple past and the present perfect. A coin is placed on 'yet' in the centre of the board. Let's say that the first player throws a 'three'. She places her counter on 'go hang-gliding' and forms the appropriate sentence: "I haven't gone hang-gliding yet." Now the coin is placed on 'since last year' and the next player has to form a sentence with this expression. If he has thrown a 'six', then his sentence would be: "I haven't (she hasn't, etc) eaten fish and chips since last year." The coin is now placed on 'last summer.' The next player has, of course, to be careful to use the right tense: "I played chess



last year.” If he says \* I have played chess last year,” then he has to go back two spaces. The winner is the player who completes two rounds first. I have also included a similar game for colleagues teaching in the vocational school (electrical professions)



One important aspect in the process of learning vocabulary is creating networks of words: Placing the words individually in our minds is seldom an effective way of building up an active vocabulary. With the help of a board game, pupils can be shown how many thousands of sentences they can make with relatively few words and by connecting the words they can be anchored more effectively in their minds. The rules are simple: All the players throw the die and place their counters on the appropriate spaces. The next time they throw, however, they must form sentences with the new word before they can place their counter on the new space. Let's imagine that the player has thrown a 'one' and placed his counter on 'Dan'. If she throws a 'three' the next time, he must form a sentence with the words 'Dan' and 'Amanda' (eg 'DAN is AMANDA's sister', 'DAN likes AMANDA', 'DAN is with AMANDA'). If she throws a 'three', she could form the sentence: 'DAN NEEDS a pencil,' etc. It is also possible, of course, to construct the game so that at least some of the sentences contain a certain grammatical structure, as in

**A WORD GAME**

<b>START</b>	Dan <sub>1</sub>	pencil-case <sub>2</sub>	need(s) <sub>3</sub>	Ananda <sub>4</sub>	pencil <sub>5</sub>	brother <sub>6</sub>
can <sub>19</sub>	Becky <sub>20</sub>	pet <sub>21</sub>	favourite <sub>22</sub>	is <sub>23</sub>	friend <sub>24</sub>	hasn't got <sub>7</sub>
teacher <sub>18</sub>	house <sub>31</sub>	sing <sub>32</sub>	Monday <sub>33</sub>	<b>FINISH</b>	England <sub>25</sub>	kite <sub>8</sub>
old <sub>17</sub>	parrot <sub>30</sub>	book <sub>29</sub>	my <sub>28</sub>	haven't got <sub>27</sub>	blue <sub>26</sub>	lives <sub>9</sub>
her <sub>16</sub>	here <sub>15</sub>	dog <sub>14</sub>	HAVE A REST <sub>13</sub>	brown <sub>12</sub>	mum <sub>11</sub>	nice <sub>10</sub>

**A vocabulary game**

<b>START</b>	keen on <sub>1</sub>	bungee-jumping <sub>2</sub>	hobby <sub>3</sub>	apprentice <sub>4</sub>	circus <sub>5</sub>	fortunately <sub>6</sub>
financial <sub>19</sub>	such <sub>20</sub>	reggae <sub>21</sub>	it's no use <sub>22</sub>	excellent <sub>23</sub>	upstairs <sub>24</sub>	it's worth <sub>7</sub>
mayor <sub>18</sub>	don't/doesn't mind <sub>31</sub>	industry <sub>32</sub>	lawyer <sub>33</sub>	<b>FINISH</b>	untidy <sub>25</sub>	performance <sub>8</sub>
smell <sub>17</sub>	waitress <sub>30</sub>	credit <sub>29</sub>	abroad <sub>28</sub>	spent <sub>27</sub>	colleague <sub>26</sub>	trousers <sub>9</sub>
lift <sub>16</sub>	bad-tempered <sub>15</sub>	look forward to <sub>14</sub>	THROW AWAY <sub>13</sub>	skinny <sub>12</sub>	nurse <sub>11</sub>	harbour <sub>10</sub>

the following example (based on the vocabulary and structures in GO AHEAD 9, Units 1 and 2 (Cornelsen, 2006): "The APPRENTICE is KEEN ON playing cards." "It's WORTH going to the HARBOUR." "The MAYOR is LOOKING FORWARD to eating fish and chips" "The WAITRESS DOESN'T MIND working late.", etc., Etc. In the next example (from FOCUS ON SUCCESS, Unit 5, Cornelsen, 2006) some of the sentences that the pupils make will be complex ones: "ALTHOUGH he worked OVERTIME, he didn't earn much more money." "DUE TO increased INVESTMENTS they increased the productivity." "DESPITE the high WAGES, he didn't like the job." It is advisable to photocopy the games onto a transparency and do a few rounds (possibly as a team game) in the class first, so that your pupils are completely familiar with the

rules. I have included a few 'empty' games, so that colleagues can make their own board games, using the structures and vocabulary that they are dealing with. Those colleagues who are interested in using board games in their lessons will find the two books written by the author and Rolf-Dieter Preller worth looking at: **The Fun Factor** (€17) - with board games for practising vocabulary, 'some' and 'any', the tenses, adverbs and adjectives, etc., and **The Pleasure Principle** (€19) - with board games on comparisons, holidays, the family, etc. Dear Colleagues, I hope that you and your pupils enjoy the board games and find them useful.

Bernard Brown

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08024/3502



**Work and Industry**

<b>START</b>	employee <sub>1</sub>	trade union <sub>2</sub>	overtime <sub>3</sub>	although <sub>4</sub>	company <sub>5</sub>	assembly line <sub>6</sub>
contract <sub>19</sub>	increase <sub>20</sub>	CHOSE A WORD <sub>21</sub>	due to <sub>22</sub>	profit margins <sub>23</sub>	invest(ment) <sub>24</sub>	apply for <sub>7</sub>
offer <sub>18</sub>	labour relations <sub>31</sub>	sales <sub>32</sub>	demand <sub>33</sub>	<b>FINISH</b>	incentive <sub>25</sub>	shift <sub>8</sub>
bonus <sub>17</sub>	CHOSE A WORD <sub>30</sub>	strike <sub>29</sub>	measure <sub>28</sub>	lay off <sub>27</sub>	decline <sub>26</sub>	competitive <sub>9</sub>
productivity <sub>16</sub>	wages <sub>15</sub>	despite <sub>14</sub>	CHOSE A WORD <sub>13</sub>	apprentice-ship <sub>12</sub>	work force <sub>11</sub>	(un)skilled worker <sub>10</sub>

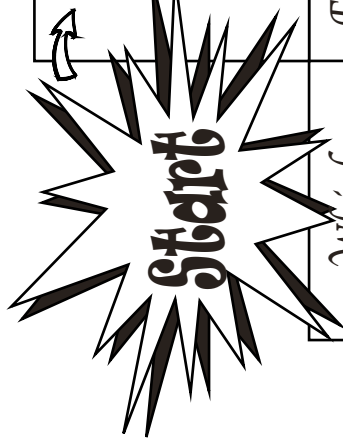


# ★ ABOUT YOU AND YOUR FAMILY



What colour is your bike?	How many brothers (sisters, cousins) do you have?	Where does your dad or mum work?	★ ★ ★ ★ ★ <b>FREE QUESTION</b> ★ ★ ★ ★ ★	What time do you get up on Mondays?	What's the time?
How many cousins do you have?	What colour is your room?	What is your favourite pop music?	What time do you go to bed on Saturdays?	Do you have a pet?	When's your birthday?
What TV programmes do you watch?	What sports or games does your dad (or mum) play?	Can you ski?		What are you doing this evening?	What are you doing this evening?
What music do you like?	Where is the sports centre (or youth club) in your town or village?	What day of the week is it?		What are you doing after school?	What can you do in your town or village on Saturdays?
What sports do you play?	Where does your uncle live?	What time is it?	★ ★ ★ ★ ★ <b>FREE QUESTION</b> ★ ★ ★ ★ ★	What is your favourite colour?	Where do you live?
What do you do on Saturdays?	How old is your mum or dad?	How do you come to school?	★ ★ ★ ★ ★ <b>FREE QUESTION</b> ★ ★ ★ ★ ★	What are you doing at the weekend?	

# HOBBIES, SPORTS AND HOLIDAYS

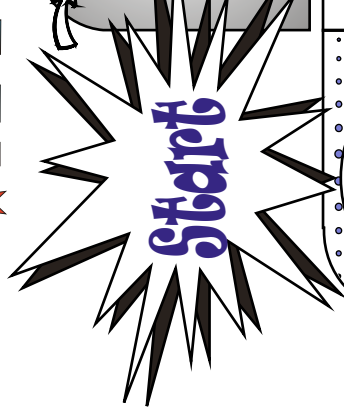


Describe a sport you like.	Do you think boxing should be banned?	FREE QUESTION	What is the healthiest sport?	What can our school do to promote sports?	What sports are dangerous and what makes them so dangerous?
Which sportsperson do you admire and why?	Tell us about an interesting book you've read.	Tell us about your father's or mother's hobbies.	Which country would you like to visit and why?	What are the negative effects of tourism?	Do professional football players earn too much?
What can be done about doping in sport?	What are the positive effects of tourism?	Why is football more popular than tennis?			
Tell us about a boring film you've seen recently.	Which is the best football team in your opinion?	FREE QUESTION			
Tell us about an interesting film you've seen recently.	What was your best holiday and what made it so great?	Describe the sports lessons and sports teacher in your last school.	Do you think that private TV stations have improved the quality of TV?	What are the advantages and disadvantages of skiing?	Tell us about a TV programme you don't like.
					FREE QUESTION





# ★ A FEW QUESTIONS TO DISCUSS ★



What must a parent do, or not do, to be a good father or mother?	What are the advantages of being the eldest child in the family?	The advantages & disadvantages of the Euro	★ ★ ★ ★ ★ <b>FREE QUESTION</b> ★ ★ ★ ★ ★	What are the advantages of being the youngest child in the family?	How could our school be improved?
Is it always wrong to smack a child?	How can the traffic situation in our towns be improved?	What are the advantages and disadvantages of alternative energy forms?	How do you explain the large number of attacks on foreigners in Europe?	What can other countries learn from Germany?	What are the disadvantages of residential homes for old people?
Should smoking be forbidden at our school?	What do you think of computer games?	What are the positive and negative effects can TV have on children?			Should women have to do military or community service?
What would you do differently if you were a teacher?	What are the advantages and disadvantages of nuclear power?	Would longer prison sentences help to reduce crime?			What are the reasons for football hooliganism?
What makes a good teacher a good (or bad) teacher?	What are the reasons for the mass unemployment in the BRD?	Is a speed limit on motorways a good idea?	Which is better: military service or community service?	What problems do asylum seekers in Germany have?	How could your town or village be improved?
Are professional sportsmen paid too much?	How can public transport be improved?	Do women have equal rights in the working world?	★ ★ ★ ★ ★ <b>FREE QUESTION</b> ★ ★ ★ ★ ★	Can abortion ever be justified?	

wear  
jeans <sub>10</sub>

play the  
piano <sub>11</sub>

get up  
early <sub>12</sub>

buy a  
magazine <sub>13</sub>

go to  
london <sub>9</sub>

eat a  
banana <sub>14</sub>

watch  
a film <sub>8</sub>

see a  
camel <sub>15</sub>

drink  
coke <sub>7</sub>

drink  
coke <sub>16</sub>

phone  
Tim <sub>6</sub>

take a  
photo <sub>17</sub>

ride a  
bike <sub>5</sub>

play table-  
tennis <sub>18</sub>

read a  
book <sub>4</sub>

have a  
party <sub>19</sub>

write a  
letter <sub>3</sub>

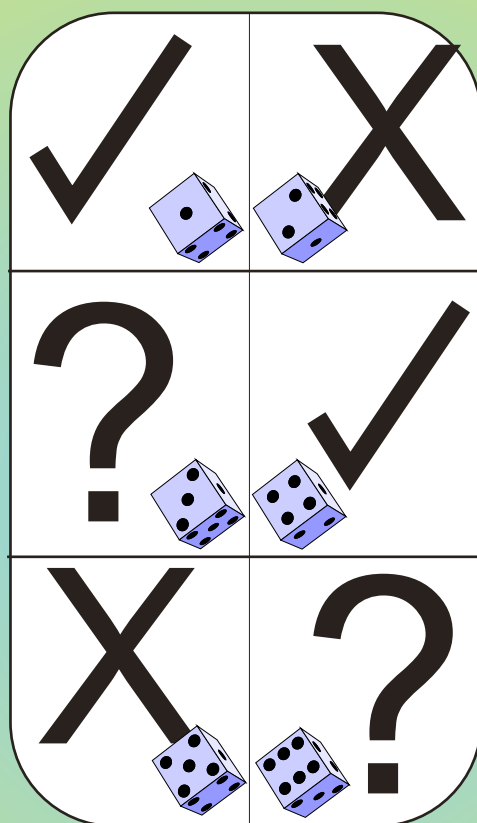
drink  
tea <sub>20</sub>

play  
football <sub>2</sub>

wear a  
hat <sub>1</sub>

go to  
America <sub>21</sub>

# The tense



# game



go to the  
bank

10

meet the  
colleagues

11

recommend  
a product

12

receive a  
price list

13

send off  
the e-mail

9

write to the  
suppliers

8

go to the  
checkout

7

help the  
customer

6

fax the  
order

5

meet the  
new trainee

4

contact the  
sales  
department

3

receive the  
order

2

sign the  
contract

1

find the  
credit card

14

go for  
lunch

15

meet the  
boss

16

check the  
figures

17

see the  
cashier

18

talk to the  
customer

19

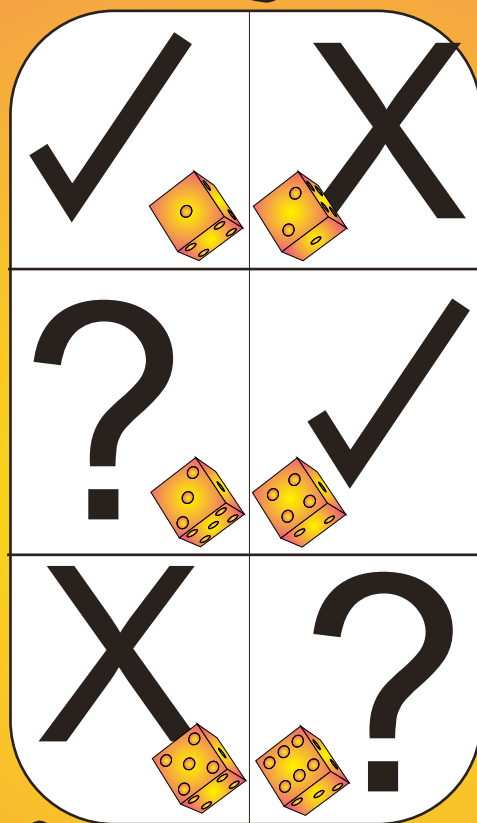
get the  
invoice

20

read the  
order

21

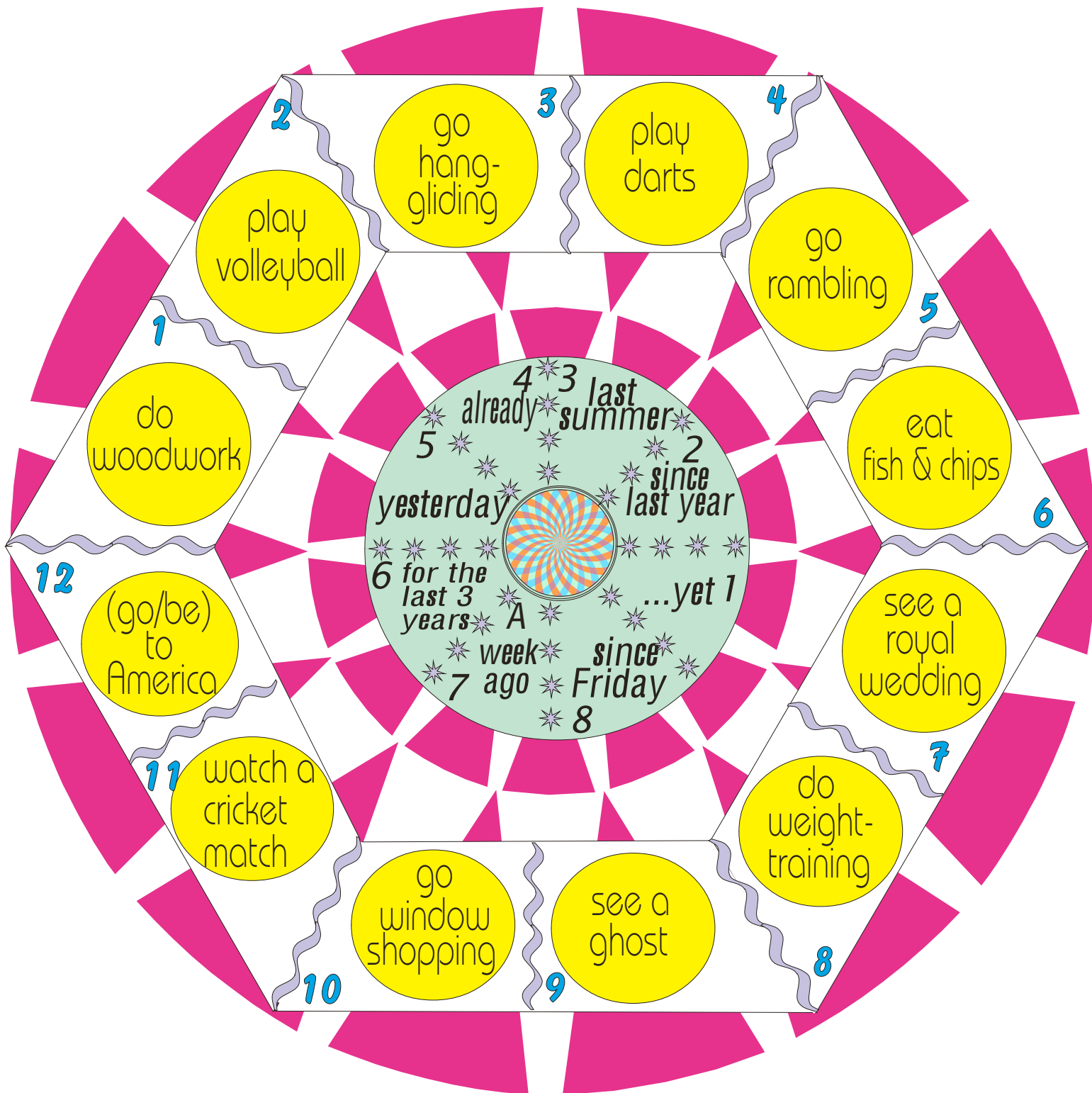
Get your



Grammar  
right!



# The Tense Game





# A vocabulary game

START

keen  
on 1

bungee-  
jumping 2

hobby 3

apprentice 4

circus 5

fortunately 6

financial 19

such 20

reggae 21

it's no  
use 22

excellent 23

upstairs 24

it's  
worth 7

mayor 18

don't/doesn't  
mind 31

industry 32

lawyer 33

untidy 25

performance 8

smell 17

waitress 30

credit 29

abroad 28

spent 27

colleague 26

trousers 9

lift 16

bad-  
tempered 15

look  
forward to 14

THROW  
AGAIN! 13

skinny 12

nurse 11

harbour 10

FINISH

# Work and Industries



employee  
1

trade  
union 2

overtime  
3

although  
4

company  
5

assembly  
line 6

increase  
20

CHOOSE  
A  
WORD!  
21

due to  
22

profit  
margins  
23

investment  
24

contract  
19

labour  
relations  
31

sales  
32

demand  
33



incentive  
25

shift  
8

CHOOSE  
A  
WORD!  
30

strike  
29

measure  
28

lay off  
27

decline  
26

competitive  
9

bonus  
17

wages  
15

despite  
14

CHOOSE  
A  
WORD!  
13

apprentice-  
ship  
12

work  
force  
11

unskilled  
worker  
10

productivity  
16

# A WORD GAME



Dan <sup>1</sup>	pencil-case <sup>2</sup>	need(s) <sup>3</sup>	Ananda <sup>4</sup>	pencil <sup>5</sup>	brother <sup>6</sup>
can <sup>19</sup>	pet <sup>21</sup>	favourite <sup>22</sup>	is <sup>23</sup>	friend <sup>24</sup>	hasn't got <sup>7</sup>
teacher <sup>18</sup>	sing <sup>32</sup>	Monday <sup>33</sup>	FINISH		kite <sup>8</sup>
old <sup>17</sup>	book <sup>29</sup>	my <sup>28</sup>	haven't got <sup>27</sup>	blue <sup>26</sup>	lives <sup>9</sup>
here <sup>16</sup>	dog <sup>14</sup>	HAVE REST! <sup>13</sup>	brown <sup>12</sup>	mum <sup>11</sup>	nice <sup>10</sup>
house <sup>31</sup>	parrot <sup>30</sup>				



**change the  
components**  
9

**replace  
the fuse**  
10

**solder the  
connections**  
11

**service the  
machines**  
12

**wire the  
fuse boxes**  
8

**measure the  
current**  
13

**test the  
circuits**  
7

**measure the  
voltage**  
14

**assemble  
the parts**  
6

**rewire the  
house**  
15

**install the  
equipment**  
5

**check the  
wiring**  
16

**check the  
functions**  
4

**find the  
fault**  
17

**measure the  
current**  
3

**measure  
the voltage**  
18

**diagnose  
faults**  
2







**reduce the  
power**  
19

**wire up the  
components**  
2

**join up the  
resistors**  
1

**repair the  
tv set**  
20

# Electric

<b>yet</b> 	<b>up to now</b> 
<b>since 8 o'clock</b> 	<b>in 2002</b> 
<b>this week</b> 	<b>last week</b> 

# English



# A Vocabulary Game



<div>START</div>					1	2	3	4	5	6	
19	20	21	22	23	24						7
18	31	32	33	<div>FINISH</div>					25	8	
17	30	29	28	27	26						9
16	15	14	13	12	11						10

10

11

12

13

9

14

8

15

7

16

6

17

5

18

4

19

3

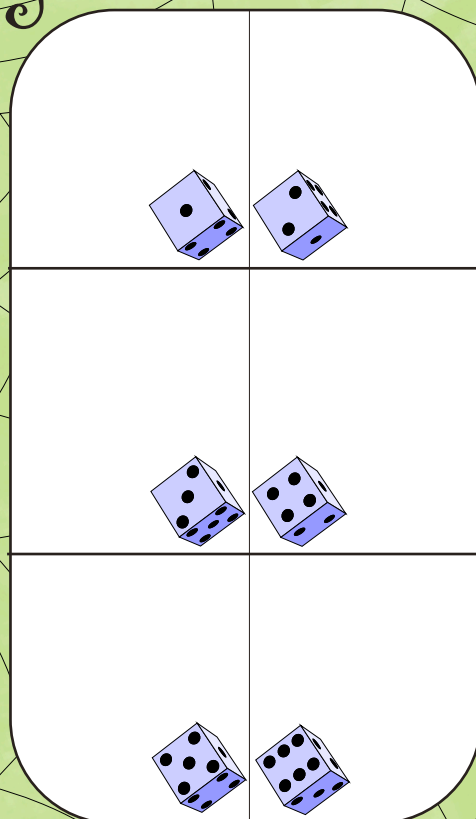
20

2

1

21

# A Grammar



# Game





