

## The Adverb Game

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Equipment:	Game board, word cards, A4 pocket, 2 board markers (black + red)
Function:	Practice with adverbs
Players:	Two
Level:	Intermediate
Time:	Up to 20 minutes

### Preparation:

- Pre-teach vocabulary
- Stick the adverb word sheet onto card and cut up into individual word cards. Spread the cards out face down on the table.
- Place the adverb game board in an A4 plastic pocket

### How to play:

The aim of the game is to be the first player to make a pathway of connected spaces from one side of the board to the other. Player one must connect spaces from black – black whereas the other player tries to connect red – red. The first player nominates a space on the game board which is adjacent to the black border (left or right side) and speaks it out. Let's say that **"work"** is chosen. Player one then turns over any adverb card on the table, for example **"quickly"** and then must make a coherent sentence which includes the combination "work quickly". An example of an acceptable sentence would be **"I work quickly so that I can go home early!"** Player one then marks the **"work"** space with a large cross using a black whiteboard marker and the word card **"quickly"** goes out of the game. The plastic pocket will wipe clean after each game. Player two now takes a turn and nominates and speaks out a word adjacent to the red border, either top or bottom. Let's say **"paint"** is nominated and then the adverb **"strangely"** is chosen. Player cannot produce a good sentence in which case the **"strangely"** card is returned to where it was taken from on the table and it is now player one's turn again. Player one can now nominate any space adjacent to the **"work"** space and the game continues as above. A player cannot move onto a space that has already been marked by the other player. Player one is smart and remembers the position of the **'strangely'** card. The player nominates the **'act'** space, uncovers **'strangely'** and says something like **"Teacher acts strangely when he is in love!"** and gets to mark another space. Things get funnier when the student has to justify combinations like **"shout silently"** or **"wait wildly"**. Your role is to be the judge of each sentence. If you think it's too wacky they don't mark the space!