The Adverb Game

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!