

10a | Alphabet game

Instructions



<p><i>The word must have more than five letters.</i></p>	<p><i>The word mustn't end with the letter 's'.</i></p>	<p><i>The word mustn't be the name of a fruit or vegetable.</i></p>
<p><i>The word must be an adjective.</i></p>	<p><i>The word mustn't be a verb.</i></p>	<p><i>The word must have two or more syllables.</i></p>
<p><i>The word must be a verb.</i></p>	<p><i>The word must be something you can see from where you are now.</i></p>	<p><i>The word mustn't be a noun.</i></p>
<p><i>The word must be the name of a town, city or country.</i></p>	<p><i>The word must be something you can eat or drink.</i></p>	<p><i>The word mustn't be an adjective.</i></p>
<p><i>The word must be a verb in the simple past.</i></p>	<p><i>The word must be on the theme of sport and leisure.</i></p>	<p><i>The word must end in -ly.</i></p>
<p>WORD PASS</p> <p><i>You needn't say a word.</i></p>	<p>WORD PASS</p> <p><i>You needn't say a word.</i></p>	<p>WORD PASS</p> <p><i>You needn't say a word.</i></p>
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10b Alphabet game

Forfeits



<i>You have to walk round the classroom backwards.</i>	<i>You have to give everybody in the group a compliment.</i>	<i>You have to spell your name backwards without hesitating.</i>
<i>You have to balance a coin on your nose for 10 seconds.</i>	<i>You have to stand up and stay standing until your next turn.</i>	<i>You have to sing a few lines of your favourite pop song.</i>
<i>You have to say three things you're good at.</i>	<i>You have to put your hands on your head until your next turn.</i>	<i>You have to hop around the classroom.</i>
<i>You have to mime the title of a film for the rest of the group to guess.</i>	<i>You have to hum a verse of your national anthem.</i>	<i>You have to mime one of your hobbies for the rest of the group to guess.</i>
<i>You have to describe a famous person for the rest of the group to guess.</i>	<i>You have to tell the group about something you hate.</i>	<i>You have to tell the group what you like about the town you're in.</i>
<i>You have to walk around the room making the noise of an animal of your choice.</i>	<i>You have to tell the group about your ideal evening out.</i>	<i>You have to shake hands with everyone in the group.</i>
<i>You have to write your name holding a pen in your mouth.</i>	<i>You have to draw a picture of your teacher.</i>	<i>You have to describe someone in the class for the rest of the group to guess.</i>
FORFEIT PASS <i>You needn't do a forfeit.</i>	FORFEIT PASS <i>You needn't do a forfeit.</i>	FORFEIT PASS <i>You needn't do a forfeit.</i>
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Teacher's Notes

Alphabet game Worksheets 10a and 10b

NOTE: Use Worksheets 10a and 10b for this activity.

ACTIVITY

Groupwork: speaking

AIM

To play a word game by following instructions and doing forfeits when the rules are broken.

GRAMMAR AND FUNCTIONS

Modal verbs

Talking about obligation: *must, have to*

Talking about prohibition: *mustn't, can't*

Talking about what you don't have to do: *needn't*

VOCABULARY

General

PREPARATION

Make one copy of Worksheet 10a (instructions) and one copy of Worksheet 10b (forfeits) for every six students in the class. Cut them out as indicated.

TIME

20 to 30 minutes

PROCEDURE

- 1 Ask the students to suggest any words beginning with the letter 'a'. Then ask them to say words beginning with 'b', then 'c', then 'd', etc. Explain that they are going to play a word game and that the object of the game is to take it in turns to say words beginning with different letters of the alphabet, in alphabetical order.
- 2 Ask the students to work in groups of six and, if possible, to sit in a circle in their groups.
- 3 Give one copy of the instruction cards and one copy of the forfeit cards to each group. Tell them to take one 'Word Pass' card and one 'Forfeit Pass' card each and then to put the instruction cards and the forfeit cards in two separate piles face down.
- 4 Before the students start playing the game, explain how to play. If you wish, you can photocopy the instructions below and distribute a copy to each group, or display a copy on the overhead projector.
- 5 The students are ready to play the game. While they are playing, go round to each group and check that they are playing correctly.

HOW TO PLAY THE GAME

- 1 Start the first round of the game. Player A turns over an instruction card from the top of the pile, reads it out to the rest of the group and puts it to the bottom of the pile. Player A then says a word beginning with the letter 'a', taking into account the rule on the instruction card.
- 2 If Player A's word is correct, the player to the left says a word beginning with the letter 'b', taking into account the same instruction.
- 3 Continue in a clockwise direction around the group until all the letters of the alphabet have been used up, or until someone makes a mistake.
- 4 If a player cannot think of a word without reasonable hesitation, or does not follow the instruction, they must take a forfeit card from the top of the pile and do the forfeit.
- 5 The player to their left then starts the next round of the game by turning over a new instruction card, reading it out to the rest of the group and putting it to the bottom of the pile. They then say a word beginning with 'a' according to the new instruction.
- 6 Players must not repeat words which have already been used in previous rounds of the game.
- 7 Players can use their 'Pass' cards at any point in the game to miss a turn or to avoid doing a forfeit, but they can only use them once.
- 8 Continue until you have played several rounds of the game.