15a Shopping spree

Game board

START

FINISH

umbrella
armchair

SWAP

scarf
sculpture
clock

GIVE
YOURSELF
APRESENT

ashtray

raincoat

SWAP

hat
wrist-watch
tea-cup

GIVE
YOURSELF
APRESENT

necklace
handbag

SWAP

pot
coffee
bicycle

fountain pen
lamp
vase

ring
car

CARDS
Cards

comfortable  nineteenth  century  black  Mexican  glass  with  Mickey Mouse  on  it

smart  new  brown  Italian  china  with  diamonds

beautiful  old  white  Swiss  woollen  with  a  silver  strap

pretty  small  yellow  Chinese  leather  with  gold  buttons

nice  big  red  Japanese  gold  with  flowers  on  it

lovely  large  white  French  silver  with  my initials  on  it
Teacher’s Notes

Shopping spree  Worksheets 15a and 15b

NOTE: Use Worksheets 15a and 15b for this activity.

ACTIVITY
Groupwork: speaking

AIM
To play a board game by using adjectives in the correct order when describing objects.

GRAMMAR AND FUNCTIONS
Order of adjectives

VOCABULARY
Adjectives for describing opinion, size, age, shape, colour, origin, material and purpose

PREPARATION
Make one copy of Worksheet 15a (game board) for every three to four students in the class. Enlarge this to A3 size if possible. Make two copies of Worksheet 15b (cards) for every three to four students in the class and cut them into cards as indicated. Provide counters and dice for each group.

TIME
30 minutes

PROCEDURE
1 Ask the students to work in groups of three or four.
2 Give one game board, two sets of cards (mixed up), counters and dice to each group.
3 Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 15b. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.
4 Demonstrate using an example from the game. For example, if they land on pullover and they have the following words in their hand: lovely, nice, white, leather, Italian and with flowers on it, they can put down lovely, white, Italian and with flowers on it, or nice, white, Italian and with flowers on it. They can’t use leather because a pullover is made of wool, and they can’t use lovely and nice together.
5 The students are ready to play the game. While they are playing, go round to each group and check they are playing correctly. Answer questions and offer help.
6 When the first student reaches the end of the game or the first group has used up all their cards, ask all the groups to stop playing.
**HOW TO PLAY THE GAME**

1. Put the game board in the middle of the table and give six cards to each player. Place the remaining cards face down in the space provided on the game board.

2. All the players put their counters on the square marked START and throw the dice. The first player to throw a six starts the game.

3. Player A throws the dice and moves their counter along the board according to the number on the dice.

4. Player A then reads the word on the square they have landed on and puts down as many of their adjectives as they can to describe the word, making sure they are in the correct order.

5. If a group thinks that an adjective is in the wrong position or that an adjective is not appropriate, they can reject it.

6. When a player has used their adjectives to the satisfaction of the other players, they keep the cards they have used in a pile next to them and then pick up the same number of new cards from the pile in the middle of the game board.

7. If a player lands on a square marked SWAP, they can exchange any of the cards in their hand by putting them at the bottom of the pile in the middle of the game board and taking the same number from the top of the pile.

8. If a player lands on a square marked GIVE YOURSELF A PRESENT, they can invent an object and describe it using as many of their adjectives as they like and then continue as in point 5 and 6 above.

9. The game continues until the first player reaches the square marked FINISH or all the cards have been used up. The winner is the player with the most cards in their pile.