

# THE WORD ORDER GAME

## Word Order

**Adverbs of Frequency:** *He usually wakes up at half past seven.*

Divide the class into small teams of two to three players and appoint team secretaries. The team secretaries, helped by the rest of their team, have to write the six sentences in the three-minute time limit. The team with the most correct sentences is the winner.

- ANSWERS:
1. I will meet you outside the cinema at quarter past seven/7.15.
  2. She speaks Chinese very fluently.
  3. Is your car faster than mine?
  4. Do you often watch television?
  5. There is not much typing paper in the drawer.
  6. Could you pass me the salt?

## THE WORD ORDER GAME – extension

### Word Order

**Adverbs of Frequency:** *never, rarely, sometimes, often, usually, always*

Write up a list of the most important adverbs of frequency. Make sure everybody understands their meaning. Ask each team to agree on a sentence using one of these adverbs and to write out the sentence, putting each word on a separate piece of paper. Point out that the sentences should be of between eight and twelve words long, and that they could be questions or positive or negative statements. Remind them to write the question mark on a separate piece of paper if they choose to write a question. Each team then hands their sentence – in jumbled order – to another team to arrange into a sentence. Award points in terms of how many seconds, each team takes to do this. For example: *Team A 35 (seconds)*. At the end, the team with the lowest total of points is the winner.

## MAKE A SENTENCE

### Word Order

Write up a number 2 (3 for a very small class) for each player as though you were writing up a class plan with student's names. For example:

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                22
           22
        22
    22
22
    
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Explain that the 2 represents each player's 'lives'. The aim of the game is to make a grammatically correct sentence with each player in turn adding a word, e.g.

Player 1: *Why ...*  
 Player 2: *Why can't ...*  
 Player 3: *Why can't Susan ...*

If a player thinks that it is impossible to continue the sentence, when it is his or her turn, he or she says, *Impossible*. This is a challenge to the preceding player. One of these players is going to lose a life. If the preceding player can add a grammatically correct word the player who challenges him or her loses a life, but the preceding player loses a life if he or she cannot do so. Players also lose a life if they add a word which is not grammatically correct. Example round:

Player 1: *Why ...*  
 Player 2: *Why can't ...*  
 Player 3: *Why can't Susan ...*  
 Player 4: *Why can't Susan remember ...*  
 Player 5: *Why can't Susan remember to ...*  
 Player 6: *Why can't Susan remember to buying ...*  
 Player 7: *Impossible!* (Player 7 thinks this is a grammatically incorrect sentence and challenges Player 6. Player 6 can't think of an end to this sentence and so loses a life. Cross out Player 6's 2 and write up 1).  
 Player 8: (Player 8 begins a new sentence.) *Please ...*  
 Player 9: *Please don't ...*

And so on. The last player left is the winner.

**Hints:** Play a trial round before playing properly.

Involve the players who have lost both their lives in the scoring and refereeing.

# THE WORD ORDER GAME

You have three minutes  to write six sentences.


AT  HE  USUALLY

*He usually wakes up at half past seven.*

1. MEET WILL  THE YOU I  OUTSIDE AT

2.  VERY  SHE FLUENTLY

3. YOUR ? FASTER  MINE THAN IS

4. OFTEN ?  DO WATCH YOU

5. MUCH  THE IS TYPING IN  NOT THERE

6. ?   ME COULD YOU THE 