

11a

Around the World in Ten Minutes

Destinations

First throw →

Second throw ↓

	1.	2.	3.	4.	5.
1.	 watch a game of basketball in Chicago	 go walking in the Himalayas	 visit the lost city of Petra in Jordan	 visit the movie studios of Hollywood	 cross the Sahara Desert on a camel
2.	 go surfing in Hawaii	 go skiing in Canada	 eat cakes in Vienna	 sail across the Atlantic	 see the pyramids of Egypt
3.	 see the sights in Moscow	 go on a gondola in Venice	 go to the carnival in Rio de Janeiro	 see an opera in Sydney	 have dinner at the White House in Washington
4.	 see the penguins in Antarctica	 swim with the dolphins in Florida	 go on a safari in Kenya	 watch the sunset in Thailand	 drink Turkish coffee in Istanbul
5.	 eat ducks' feet in Hong Kong	 dance the flamenco in Spain	 eat sushi in Tokyo	 walk along the Great Wall of China	 take photos of whales in South Africa

11b

Around the World in Ten Minutes

Move Up Intermediate
Resource Pack

Map



Teacher's Notes

Around the World in Ten Minutes Worksheets **11a** and **11b**

NOTE: Use Worksheet 11a and 11b for this activity.

ACTIVITY

Pairwork and groupwork: speaking, writing

AIM

To talk about things you've done and things you haven't done yet by playing a board game.

GRAMMAR AND FUNCTIONS

Present perfect simple: *already, yet, still*

VOCABULARY

Leisure activities

Countries

PREPARATION

Make two copies of Worksheet 11a (destinations) for each group of 4 or 6 students in the class. Leave one intact, and cut the other into destinations cards for each group. Make one copy of Worksheet 11b (map) for each pair of students in the class. Provide dice for each group of students.

TIME

35 to 45 minutes

PROCEDURE

1. Ask the students to work in groups of 4 or 6 and to work with a partner in their group.
2. Give one copy of the destinations sheet, one copy of the destinations cards, and a dice to each group. Give one copy of the map to each pair of students.
3. Explain that the object of the game is to go to as many destinations as possible in ten minutes.
4. Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 11b. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.
5. The students are ready to play the game. Start timing the activity when the first player in each group throws the dice.
6. After ten minutes, ask all the students to turn their maps and destinations sheets face down.
7. Give them five minutes to remember and write down a) the places they have crossed off on their maps and the activities they have done there, and b) the places that they haven't visited yet. After five minutes, ask them to give themselves one point for each place and two points for each activity they have remembered correctly. The winners are the pair of students with the highest score.
8. The students can now continue playing the game until the first pair of students has crossed off all the places on their map.

Around the World in Ten Minutes Worksheets **11a** and **11b**

NOTE: Use Worksheet 11a and 11b for this activity.

HOW TO PLAY THE GAME

1. Work with a partner in your group. Each pair has one map, and each group has one destinations sheet, one set of destinations cards, and one dice.
2. Each pair takes six destinations cards. These are the places you have already been and you should cross them off on your map.
3. Put the destinations sheet in the middle of the table and throw the dice.
4. The pair of players who throw the highest number start the game.
5. Pairs of players throw the dice once each to find their next destination. The first number they throw refers to the line of numbers across the top of the destinations sheet and the second number refers to the line of numbers down the side. For example, if the players throw a 2 and then a 4, they land on "swim with the dolphins in Florida." They should then cross off Florida on their map to show that they have been there and done the activity.
6. If players land on a place they have already been and crossed out on their map, they miss their turn. They also miss a turn if one of them throws a six.
7. The game continues for ten minutes. Then everyone must stop playing and listen to the teacher's instructions.