

# 15a Shopping Spree

Game board

The game board consists of 10 squares arranged in a grid. The top-left square is labeled 'START' with an arrow pointing right and 'FINISH' with an arrow pointing left. The top row contains: 'sweater', 'bicycle', 'coffee pot', 'SWAP', 'purse', 'necklace', and 'GIVE YOURSELF A PRESENT'. The second row contains: 'umbrella', 'armchair', 'fountain pen', and 'lamp'. The third row contains: 'SWAP', a central box labeled 'CARDS', and 'vase'. The fourth row contains: 'scarf', 'sculpture', 'SWAP', and 'ring'. The fifth row contains: 'clock', 'raincoat', 'hat', 'wrist-watch', 'car', and 'coffee cup'. The bottom row contains: 'GIVE YOURSELF A PRESENT', 'ashtray', 'SWAP', 'hat', 'wrist-watch', 'coffee cup', and 'GIVE YOURSELF A PRESENT'. Each item is accompanied by a simple line drawing.

15b Shopping Spree

Cards



comfortable	nineteenth century	black	Mexican	glass	with Mickey Mouse on it
sharp	new	brown	Italian	china	with diamonds
beautiful	old	white	Swiss	woolen	with a silver strap
pretty	small	yellow	Chinese	leather	with gold buttons
nice	big	red	Japanese	gold	with flowers on it
attractive	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, color, origin, material, and purpose

**PREPARATION**

Make one copy of Worksheet 15a (game board) for every three to four students in the class. Enlarge this 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 markers 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), markers and one 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 *sweater* and they have the following words in their hand: *pretty, nice, white, leather, Italian* and *with flowers on it*, they can put down *pretty, white, Italian* and *with flowers on it*, or *nice, white, Italian* and *with flowers on it*. They can't use *leather* because a sweater is made of wool, and they can't use *pretty* and *nice* together.
5. The students are ready to play the game. While they are playing, go around to each group and make sure that 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.

**Teacher's Notes**

*Shopping Spree* Worksheets **15a** and **15b**

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

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**HOW TO PLAY THE GAME**

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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 markers 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 his or her marker along the board according to the number on the dice.
  4. Player A then reads the word on the square he or she has landed on and puts down as many of their adjectives as possible 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 players have 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 players land on a square marked SWAP, they can exchange any of the cards in their hands 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 players land 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 his or her pile.
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