



# Money talks

**JACKPOT!**

**FINISH**

**START**

**BROKE!**

**WAGES**

**TIME**

**HELLO MONEY**

24 pocket money \$5	23 inflation \$5	22 to be broke \$10	21 money makes money \$15
17 to throw money away \$10	18 plastic money \$5	19 money doesn't grow on trees \$15	20 a jackpot \$5
16 a salary \$5	15 to waste money \$10	14 money is the root of all evil \$15	13 a pay raise \$5
9 money makes the world go around \$15	10 the exchange rate \$5	11 a bargain \$5	12 to lose money \$10
8 a discount \$5	7 to win money \$10	6 time is money \$15	5 a shopaholic \$5
1 a purse \$5	2 money talks \$15	3 a billfold \$5	4 to earn money \$10

Illustrations include: a slot machine, a hand holding a \$10 bill, a globe, a man saying 'BROKE!', a bag of wages, a man with a 'HELLO MONEY' speech bubble, a man with a 'TIME' speech bubble, a man with a 'JACKPOT!' speech bubble, and various stacks of money and coins.

## Unit 5A



Teacher's Notes

# Money talks

## Interaction

Group work

## Aim

To review and extend money vocabulary.

## Time

25 minutes

## Skills

Speaking

## Grammar and functions

Defining words and expressions connected with money

## Vocabulary

Money

## Preparation

Photocopy one game board for each group of four or five players. Prepare plenty of different colored slips of paper to represent 5, 10 and 15 dollar notes. Provide enough coins (any low denomination) for each group to have one. Provide different-colored tiddlywinks or other pieces for each group.

## Procedure

- 1 Divide the class into groups of four or five.
- 2 Give each group a game board, a pile of money and a piece for each student.
- 3 Explain that they are going to play a board game in which they can win a lot of money!
  - Players must toss a coin in order to move their token around the board: heads = 1 space, tails = 2 spaces.
  - When students land on a square, they must explain in English the meaning of the word or expression in that square.
  - Other students in the group listen and agree whether the definition is correct or not.
  - If players are correct, they collect the amount of money indicated. If they are wrong, they stay on the square but they don't get any money.
- 4 Set a time limit and tell students that the student with the most money, when the time is up, is the winner.
- 5 Move around and be available to decide whether a definition is correct, if necessary.
- 6 You may want to clarify the meaning of certain sayings and verbs when students have finished playing the game.

*Money talks* – the offer of money often

encourages people to do things or act faster.

*Time is money* – time is valuable.

*Money makes the world go round* – money makes things happen.

*Money doesn't grow on trees* – there isn't an endless supply of money, so you shouldn't waste it.

*Money makes money* – you have to spend money to make money.

*To be broke* – to have no money to spend.

*To throw money away* – to spend money unnecessarily.

## Option

To make the game more challenging you could add another rule. In order to collect the money, players must make a sentence using the word or expression on their square in the sentence.