

6-10

Dominoes



threw	angry	furious	beech	beach	cold
freezing	waist	waste	big	huge	weight
wait	good	excellent	by	buy	silly
ridiculous	week	weak	annoying	infuriating	fare
fair	interesting	fascinating	new	knew	funny
hilarious	meat	meet	hungry	starving	flour
flower	pleased	delighted	right	write	surprised
astonished	bean	been	hot	boiling	plane
plain	tired	exhausted	made	maid	tasty
delicious	sore	saw	frightening	terrifying	through

Dominoes

Worksheet Progress check

6-10

ACTIVITY

Groupwork: speaking

AIM

To play a game of dominoes matching adjectives and their 'strong' equivalents and homophones.

GRAMMAR AND FUNCTIONS

Adjectives

VOCABULARY

Adjectives which have a similar but stronger meaning:

angry - furious, cold - freezing

Words with the same sound but a different spelling and

meaning: *beech - beach, through - threw*

PREPARATION

Make one copy of the worksheet for every four or five students in the class and cut out all the cards as indicated. You may wish to photocopy the worksheet and stick it onto card.

TIME

20 to 30 minutes

PROCEDURE

- 1 Explain to the students that they are going to play a game of dominoes matching adjectives and their strong equivalents, for example *angry - furious*, and homophones, for example, *through - threw*, and that the object of the game is to get rid of all their dominoes.
- 2 Ask the students to work in groups of four or five and give each group of students a set of dominoes. Ask them to deal out five dominoes each and to leave the rest in a pile, face down.
- 3 Before they start, explain how to play using the instructions below. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.
- 4 The students are ready to play the game. While they are playing, go round to each group and check they are playing correctly.
- 5 When they have finished a game, they can shuffle and play another round.

HOW TO PLAY THE GAME

- 1 Player A puts down any one of their dominoes face up.
- 2 The player on their left must then put down one of their dominoes, making sure that one of the words on their domino matches one of the words on either side of Player A's domino.
For example:
Domino A: *threw / angry*
Domino B: either *through* or *furious*
- 3 If a player cannot put down one of their dominoes, they can take a domino from the top of the pile and put it down if they can.
- 4 The winner is the first player to get rid of all their dominoes.