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|-------------|-------|----------|--------|------------|------|
| replaceable | il- | legal | im- | possible | dis- |
| approve | over- | paid | under- | age | in- |
| sensitive | re- | store | un- | attractive | ir- |
| regular | il- | literate | im- | mature | dis- |
| like | over- | weight | under- | cooked | in- |
| sincere | re- | print | un- | tidy | ir- |
| responsible | il- | legible | im- | patient | dis- |
| appear | over- | rated | under- | charge | in- |
| excusable | re- | load | un- | dress | ir- |

Impossible?

Worksheet Progress check

9-12b

ACTIVITY

Groupwork: speaking

AIM

To play a game of dominoes by matching prefixes to words.

GRAMMAR AND FUNCTIONS

Using prefixes to give a word the opposite or negative meaning

VOCABULARY

Words that take prefixes

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 minutes

PROCEDURE

- 1 Explain to the students that they are going to play a game of dominoes by matching prefixes to words, for example *il-* + *legal*, and that the object of the game is to get rid of all their dominoes.
- 2 Ask the students to work in groups of three or four and give each group a set of dominoes.
- 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 that they are playing correctly.
- 5 When they have finished a game, they can shuffle and play another round.

HOW TO PLAY THE GAME

- 1 Players take five dominoes each and leave the rest in a pile, face down.
- 2 Player A puts down any one of their dominoes face up.
- 3 The player on their left must then put down one of their dominoes, making sure that the prefix or the word on their domino matches the word or prefix on either side of Player A's domino.
- 4 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.
- 5 The winner is the first player to get rid of all their dominoes.