

## What's a floppa?

by Elena Filimonova, Aislyu Ryukova & Dina Valieva

**Activity type:** Verbal guessing and matching game

**Student grouping:** Pairs

**Time:** 15 minutes approx.

**Skills practiced:** Listening comprehension, giving and understanding information, making guesses and suppositions, production and accuracy

**Materials needed:** One copy of the Student A or Student B worksheet per student

**Summary:** This vocabulary guessing game helps students practice their listening comprehension and matching skills.

### Preparation

Explain to students that a *floppa* is a made-up name given to an unknown word. The aim of the game is to guess the meaning of more *floppas* than their competitors. You can set a time limit for the game, if desired.

Put students into pairs (Student A and Student B) and give each person a copy of the appropriate worksheet. Tell students that they must not show their worksheet to their partner!

### How to play the game

Students should sit facing each other. The clues for each *floppa* are in pairs. First, Student A should read out clue 1 from their worksheet, and then Student B should do the same. What is the *floppa*? They should both make a guess and write it down, keeping the word a secret.

Students should then do the same for the next seven pairs of clues.

When all students have finished (or when the time is up), check answers as a class. You could either ask students to share their guesses, or write the answers on the board and ask students to swap worksheets in their pairs and mark each other's work. The student with the most number of correct *floppas* is the winner.

### Teaching notes

- This game can be used to drill or review particular vocabulary or grammar. It also practises one-time listening skills, which are key in the IELTS listening exam.
- Allow students to argue their case if they believe their guesses to each *floppa* work as well as the official answer key (e.g. for *floppa* 5, sad or unhappy would be reasonable guesses that work for both clues).
- As an extension to this game, you could ask students to produce their own versions of the game. Working in new pairs, students should choose five words to use as *floppas* and then write pairs of clues (i.e. ten sentences in total). These mini *floppa* games could then be used in future classes for the rest of the students to play.

### Answer key

- 1 smell
- 2 stolen
- 3 expensive
- 4 colour
- 5 disappointed
- 6 brightly
- 7 difficult
- 8 flags

## What's a floppa? Clues – Student A

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FUN WITH IELTS STUDENT A

1. What's that terrible *floppa*? Is there anything burning?
2. He called the police when he realized his wallet had been *floppa*.
3. A souvenir postcard is not usually very *floppa* to buy.
4. Black is a popular *floppa* for cars.
5. People are usually *floppa* when something doesn't live up to their expectations.
6. The sun was shining *floppa*; there were no clouds in the sky.
7. An umbrella is *floppa* to open when it is very windy.
8. National *floppa* represent countries, alongside coats of arms and anthems.

Write your guesses here:

Guess 1	_____
Guess 2	_____
Guess 3	_____
Guess 4	_____
Guess 5	_____
Guess 6	_____
Guess 7	_____
Guess 8	_____

