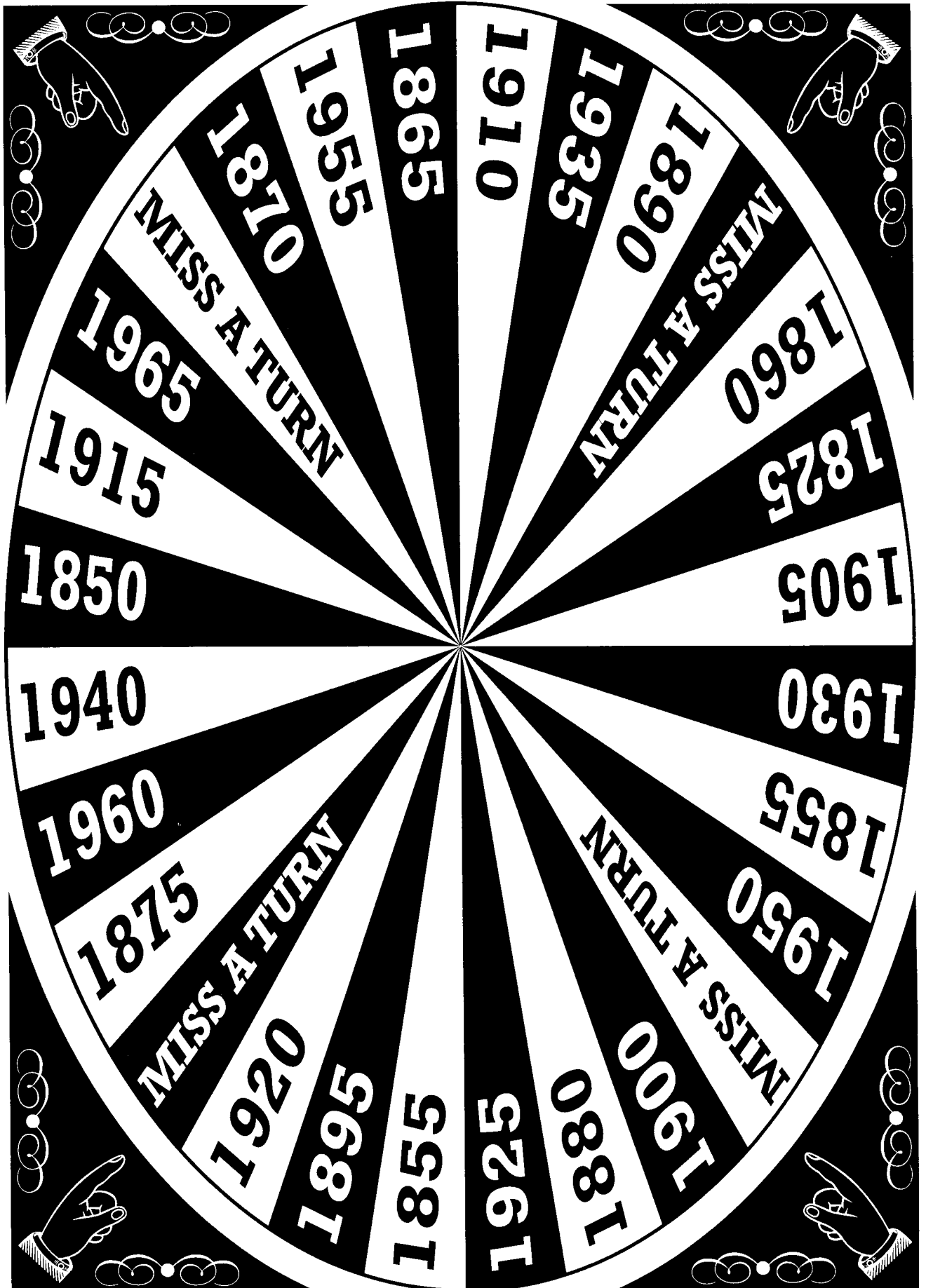


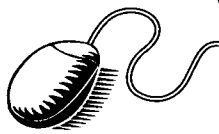
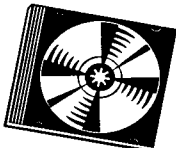





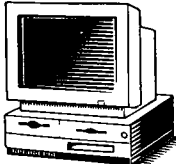

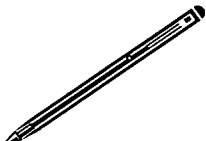
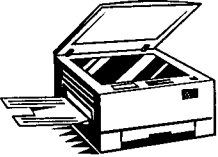


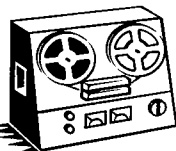
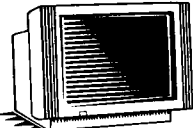
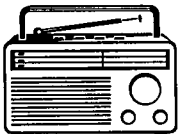
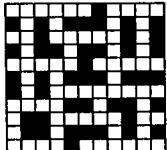






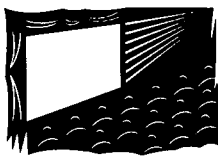







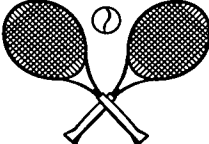
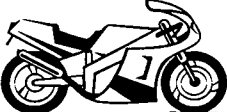

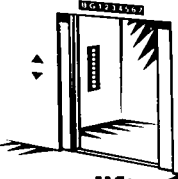


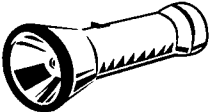


35a

*A sign of the time*



# 35b A sign of the time



 <b>computer mouse</b>	 <b>CD</b>	 <b>jumbo jet</b>	 <b>mini skirt</b>	 <b>cassette</b>
 <b>stereo</b>	 <b>hairdryer</b>	 <b>computer</b>	 <b>jet plane</b>	 <b>ball point pen</b>
 <b>photocopier</b>	 <b>instant coffee</b>	 <b>electric guitar</b>	 <b>tape recorder</b>	 <b>television</b>
 <b>portable radio</b>	 <b>crossword</b>	 <b>toaster</b>	 <b>electric washing machine</b>	 <b>helicopter</b>
 <b>vacuum cleaner</b>	 <b>coca-cola</b>	 <b>aspirin</b>	 <b>moving film</b>	 <b>motor car</b>
 <b>light bulb</b>	 <b>record player</b>	 <b>shampoo</b>	 <b>fridge</b>	 <b>telephone</b>
 <b>photograph</b>	 <b>tennis</b>	 <b>motorcycle</b>	 <b>underground railway</b>	 <b>lift</b>
 <b>postage stamp</b>	 <b>paperback books</b>	 <b>electric torch</b>	 <b>typewriter</b>	 <b>jeans</b>

**A N S W E R S**

1983	<i>computer mouse</i>	1896	<i>coca-cola</i>
1982	<i>CD</i>	1891	<i>electric torch</i>
1970	<i>jumbo jet</i>	1890	<i>aspirin</i>
1965	<i>miniskirt</i>	1888	<i>moving film</i>
1961	<i>tape cassette</i>	1885	<i>motor car</i>
1958	<i>stereo</i>	1878	<i>light bulb</i>
1946	<i>computer</i>	1877	<i>record player</i>
1939	<i>jet plane</i>	1877	<i>shampoo</i>
1938	<i>ball point pen</i>	1876	<i>fridge</i>
1938	<i>photocopier</i>	1876	<i>telephone</i>
1937	<i>instant coffee</i>	1876	<i>photograph</i>
1935	<i>electric guitar</i>	1874	<i>tennis</i>
1935	<i>tape recorder</i>	1869	<i>motorcycle</i>
1934	<i>television</i>	1863	<i>underground railway</i>
1922	<i>portable radio</i>	1854	<i>lift</i>
1918	<i>hairdryer</i>	1850	<i>jeans</i>
1913	<i>crossword</i>	1840	<i>postage stamp</i>
1909	<i>toaster</i>	1836	<i>paperback books</i>
1905	<i>helicopter</i>	1831	<i>electricity</i>
1902	<i>electric washing machine</i>	1825	<i>typewriter</i>
1901	<i>vacuum cleaner</i>		

**A N S W E R S**

**A N S W E R S**

**A N S W E R S**

# A sign of the time Worksheets 35a to 35c

NOTE: Use Worksheets 35a, 35b and 35c for this activity.

## ACTIVITY

Groupwork: speaking

## AIM

To play a board game by guessing whether things had been invented at a given date in the past.

## GRAMMAR AND FUNCTIONS

Past simple: *had*

Negative and short answers

## VOCABULARY

Years

Technical objects

Everyday objects

## PREPARATION

Make one copy of Worksheet 35a (game board) for each group of four students. Make one copy of Worksheet 35b (cards) for each group of four students and cut it up into cards. Make one copy of the answers (Worksheet 35c) for each group. Provide dice and counters.

## TIME

30 minutes

## PROCEDURE

- Write the date *1910* and the words *electric razor* on the board. Ask the students the following question:  
*Did they have electric razors in 1910?*  
When several students have had a guess, tell them that Jacob Schick made the first electric razor in 1928.
- Explain that they are going to play a game by guessing whether people had similar objects at different times in the past.
- Ask the students to work in groups of four and to choose one member of the group to be referee.
- Give each group one game board, one set of cards, dice and counters. Give a copy of the answers to each referee. The referees must not show the answers to the other students.
- Explain how to play the game, using the instructions below.
- The students are ready to play the game. While they are playing, go round to each group and check they are playing correctly. Encourage them to use the target language and remind them that when they ask about countable nouns, they should use the plural form. Refer them back to the example on the board, *electric razor*, which becomes *electric razors* in the question.

## HOW TO PLAY THE GAME

- Put the game board in the middle of the table and place the cards in a pile face down.
- Players put their counters on any section of the board they like.
- The first player to throw a six starts the game.
- Player A throws the dice and moves their counter around the board in any direction they like.
- Player A now takes a card from the top of the pile and guesses whether they had or didn't have the object shown on the card in the year shown on the section they landed on. The referee checks the answer on the list. If it is correct, Player A scores one point. The referee keeps the score.
- Player A puts the card to one side and it is Player B's turn to play.
- Players take it in turns to play, moving their counter in any direction they like on the board. The game continues until all the cards are finished.
- The player with the highest score at the end of the game is the winner.