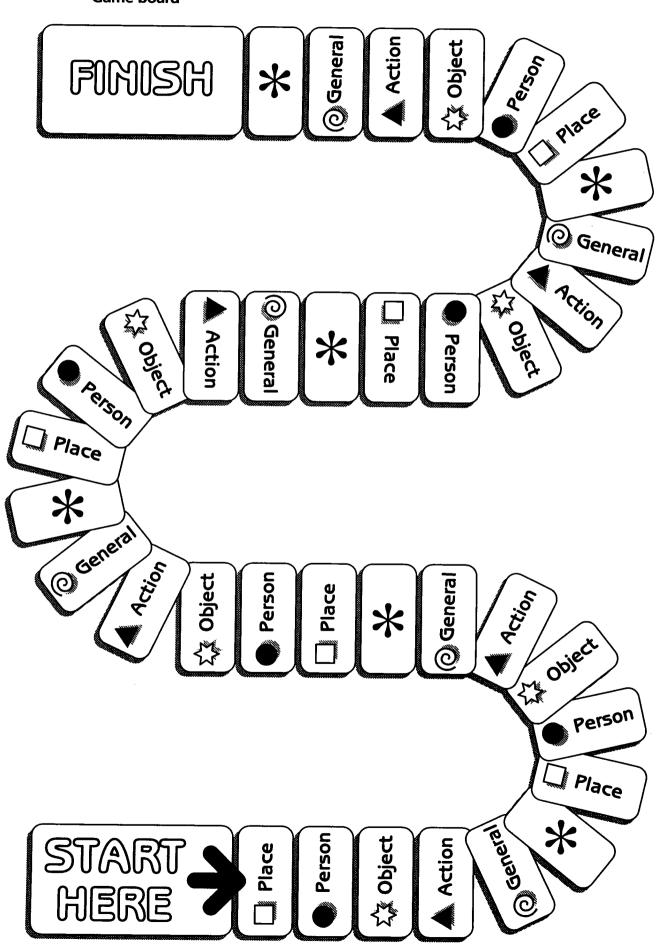




Move Up Intermediate Resource Pack

Game board





Solutions for English Teaching

Move Up Intermediate Resource Pack

31b | Describe It

	Cards	*	
%	→ hospital mechanic radio sunbathe easy	hotel tourist wheel laugh wedding	bank neighbor door travel Batman
	railroad station referee telephone take a photograph binoculars	→ restaurant athlete mirror sing pizza	beach beach builder map hitchhike patience
	factory electrician knife make a mistake Bugs Bunny	orchard politician computer make a bed money	airport foreigner kettle score a touchdown funny
	church priest saucepan drive reggae	disco customer baseball cap watch TV horror film	office lawyer the passport complain conion
	school actor armchair await amaginative	museum sister stamp listen to music windshield wipers	☐ ★ cemetery gardener vase borrow Tina Turner
	mountains teacher belt the get dressed high season	market vet vet wristwatch learn market vet wristwatch embarrassed	art gallery hairdresser paperback forget the Mexicans
	playground playground police officer purse disappear mimpossible	swimming pool father seat belt make a noise avocado	bathroom baby wallet write a letter special effects
	library ★ friend carpet walk Texas	island student flashlight ask cotton	garden host credit card drink cabbage
	home carpenter the briefcase apologize summer	castle farmer postcard give up smoking Korea	cathedral pilgrim sicycle swim strawberry



Teacher's Notes

$Describe\ It$ Worksheets $oldsymbol{31a}$ and



NOTE: Use Worksheets 31a and 31b for this activity.

ACTIVITY

Groupwork: speaking

AIM

To play a board game by describing and guessing words.

GRAMMAR AND FUNCTIONS

Describing things when you don't know the word

VOCABULARY

Useful objects General review

PREPARATION

Make one copy of Worksheet 31a (game board) for every six to eight students in the class.

Make one copy of Worksheet 31b (cards) for every six to eight students in the class and cut it out as indicated. Provide markers for each group. Each group will also need a watch with a second hand for timing the activity.

TIME

30 to 40 minutes

PROCEDURE

- 1. Ask the students to work in groups of six to eight and to divide each group into two teams.
- 2. Give one game board, one set of cards, and markers to each group. Make sure each group has a watch with a second hand.
- 3. Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 31b. 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 make sure they are playing correctly.



Teacher's Notes

$Describe\ It$ Worksheets $oldsymbol{31a}$ and





NOTE: Use Worksheets 31a and 31b for this activity.

HOW TO PLAY THE GAME

- 1. Put the game board in the middle of the table and place the cards in a pile face down.
- 2. Each team puts its marker on the square marked PLACE next to START HERE and the teams toss a coin to see who starts the game.
- 3. Player A picks up a card from the top of the pile and finds the word corresponding to the PLACE category.
- 4. Player A now has one minute to describe the word to the rest of their team. A player from the other team should time one minute exactly.
- 5. When the rest of the team has guessed a word correctly, Player A can take another card and describe another word in the same category. They can repeat the process as many times as possible within the time limit.

- 6. After one minute, Player A stops and moves that team's marker along the board according to the number of words they guessed correctly. The square they land on determines the category of words they will describe when they have their next turn.
- 7. If a player lands on a square with a * on it, this means that the player has to pick a card and describe the word with a * next to it. Members of both teams are allowed to guess the word and move their team's marker accordingly.
- 8. Players put the cards on the bottom of the pile when they have finished with them.
- 9. Teams take turns playing and players take turns being describers and guessers.
- 10. The first team to reach FINISH is the winner.