

# What Will Happen If...?

Game Board

**Start**

visit my country in winter

sing a song

it's sunny next weekend

Miss a turn

write to me

If...

it's cold tonight

arrive late tomorrow

Go back two spaces

it rains tonight

drive fast

Throw the die again

give me \$10

If...

Go forward one space

drink too much coffee

forget my birthday

Miss a turn

cook dinner for me

do a lot of sport

If...

tell me a story

don't call me later

Go back two spaces

work hard

eat too many hamburgers

go to bed late tonight

Pick up a card

don't help me with my homework

If...

aren't careful

ask me politely

buy me a cup of coffee

have enough time

If...

don't have enough money

If...

eat too much chocolate

invite me to a party

Finish

go out every night

Go forward one space

*What Will Happen If...?*

Cue Cards



**BE SURPRISED**

**BE VERY TIRED**

**SPEND A LOT OF MONEY**

**PHONE YOU**

**GIVE YOU A HUG**

**GIVE YOU A RIDE**

**TAKE YOU OUT**

**SEE SOME BEAUTIFUL SIGHTS**

**HAVE AN ACCIDENT**

**BUY YOU A GIFT**

**MAKE YOU A CUP OF COFFEE**

**GO TO SLEEP**

**GO HOME**

**BE ILL**

**GO SHOPPING**

**STAY AT HOME**

**GIVE YOU SOME FLOWERS**

**CRY**

**BE VERY PLEASED**

**HAVE A GOOD TIME**

**BE VERY ANGRY**



# What Will Happen If...? Worksheets 17a and 17b

NOTE: Use Worksheets 17a and 17b for this activity.

## ACTIVITY

Groupwork: speaking

## AIM

To play a board game by making first conditional sentences.

## GRAMMAR AND FUNCTIONS

First conditional to talk about likely situations and describe their results.

## VOCABULARY

General

## PREPARATION

Make one copy of Worksheet 17a (Game Board) for every three to four students in the class. Enlarge this, if possible. Make one copy of Worksheet 17b (Cue Cards) for every three to four students in the class and cut it out as indicated. You may wish to glue the cue cards on cards. Provide a die and counters for each group.

## TIME

30 minutes

## PROCEDURE

1. Ask the students to work in groups of three or four.
2. Give one game board and one set of cards, counters, and a die to each group.
3. Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 17b. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.  
(on the game board) *visit my country in winter*  
(on a card) *go shopping*  
*If you visit my country in winter, we'll go shopping.*  
(on the game board) *write to me*  
(on a card) *be surprised*  
*If you write to me, I'll be surprised.*
5. The students are ready to play the game. While they are playing, go around to each group and check they are playing correctly. Answer questions and offer help.
6. When the first student reaches the end of the game, or has used up all the cards, ask all the groups to stop playing, even if they have not finished.

# *What Will Happen If...?* Worksheets **17a** and **17b**

## HOW TO PLAY THE GAME

1. Put the game board in the middle of the table and place the cue cards face down. Each player takes five cards. Leave the rest of the cards in a pile, face down.
2. All the players put their counters on the square marked START, and throw the die. The first player to throw a six starts the game.
3. Player A throws the die and moves his or her counter along the board according to the number on the die.
4. Player A then reads the words on the square he or she has landed on, and makes a sentence beginning with *If...* using the words in the square and the words on one of the cards to finish the sentence in an appropriate way.
5. The sentence must be grammatically correct, and also make sense. If the group is unsure about a sentence, they can reject it, but if a player can justify his or her sentence to the satisfaction of the other players, it is accepted.
6. When players have used a card to finish off a sentence, they put it at the bottom of the pile.
7. If players have a joker card, they can finish off the sentence in any way they like.
8. If players can't use any of their cards to finish off the sentence appropriately, they can take one from the top of the pile and use it if possible. If they can't use this card either, they miss a go.
9. If players land on a square marked "If", they can begin a sentence in any way they like and finish it with one of their cards.
10. The game continues until the first player reaches the square marked FINISH, or uses up all his or her cards. This player is the winner.