

Describe and grab: Adjectives

by Jill Hadfield

Level: Elementary and above

Target age: Secondary / adult

Time needed: 15-20 minutes

Grammar objective: To practise adjectives for shape, size and colour

Materials: A selection of differently sized, shaped and coloured objects or pictures of objects.

Summary: This is a competition which is designed to practise adjectives for size, shape and colour, and can be played in either groups or teams. The group activity practises productive (speaking) skills, the team activity practises receptive (comprehension) skills.

Team activity

2. Divide the class into two teams.
3. Give everyone in each team a number.
4. Describe one of the pictures on the board and then say a number, e.g. *seven*.
5. Student number seven in each team should identify the picture. The first number seven to come to the board and take the picture can keep it.
6. The team with most pictures at the end is the winner.

Lesson overview

This activity can be adapted for different levels, depending on your choice of objects. For example, it can be used with elementary students by selecting objects that are big, small, long, short, round, square and basic colours such as green, red and blue. It can be adapted for higher levels by choosing objects that are oval, triangular, rectangular, etc. and more 'advanced' colours such as purple, mauve and beige. Similarly, it can be used at elementary level where students can describe the objects simply: *It's small. It's round. It's white.*, while at more advanced levels it can be used to practise adjective order: *This is a small, triangular, greenish-yellow object.*

Group activity

1. Bring in a collection of differently sized, shaped and coloured objects or pictures of objects taken from magazines for each group.
2. Put the objects in the centre of each group's table.
3. One member of the group describes one of the objects.
4. The first player to grab the correct object can keep it (until the end of the game!)
5. Each player takes it in turn to describe an object.
6. At the end the player with most objects is the winner.