

What's the topic?

Time: 30–45 minutes
Interaction: Groups of 3–5 learners
Level: B1 (Intermediate) to C1 (Advanced)

Language areas practised

Sub-skills and Functions

- improvising short, topic-based speaking turns
- speaking fluently without pausing
- asking questions spontaneously

Grammar and Lexis

- spoken discourse markers and conjunctions (also, and, either... thing, because, etc.)
- various topics

Preparation

Photocopy the **Rules of the game**, the **Game board** and **Topic cards** from pages 123–124 of the Resource Bank to one copy of each per group. Choose the 'easy' topic cards for lower level learners and the 'challenging' cards for higher level learners.

Cut up the Topic cards as indicated. Players will take one card each (e.g. coins), one die and one timer (e.g. a mobile phone) per group.

Notes

Before players begin, show them how to use the first 'If...' rule to highlight the importance of listening and monitoring each other's language during the game.

Variations

- Instead of using Topic cards, learners prepare for the game by writing three types of topics directly in the squares on the board (e.g. 'Say 1 sentence about ... the party last night') to encourage them to personalise the topics to their interests and shared knowledge. Allow an extra 10 minutes for this.

What's the topic?

Rules of the game

Preparation

Play in groups of 3–5. Each group needs a **Game board**, a set of **Topic cards**, a die, a timer (e.g. a mobile phone) and some counters (e.g. coins). Place the Topic cards face down on the board. Each player places a counter on **Start**, ready to begin.

How to play

Toke turns to roll the die and move. When you land on a square, follow the instructions on it. Speak for 1 minute about ... (the topic on the card).

How to win

The first person to reach **Finish** wins the game.

What's the topic?

Game board



Opinion Olympics

Time	20–40 minutes
Interaction	Groups of 3–6 learners
Level	B2 (Upper Intermediate) to C1 (Advanced)

Language areas practised

Sub-skills and Functions

- expressing opinions
- agreeing and disagreeing
- providing reasons

Grammar and Lexis

- expressions for giving opinions, agreeing and disagreeing

Preparation

Photocopy the *Rules of the game*, the *Game board* and the *Opinion cards* from page 116 of the Resource bank (one set per group).

of each per group). Remove any Opinion cards that you feel may be unsuitable for your learners. Cut up the Opinion cards as indicated. Players need one counter each (e.g. one dice per group).

If appropriate, check usage of the agreeing and disagreeing gambits around the Game board such as *That's very true...* and *Another reason why people...*

Notes

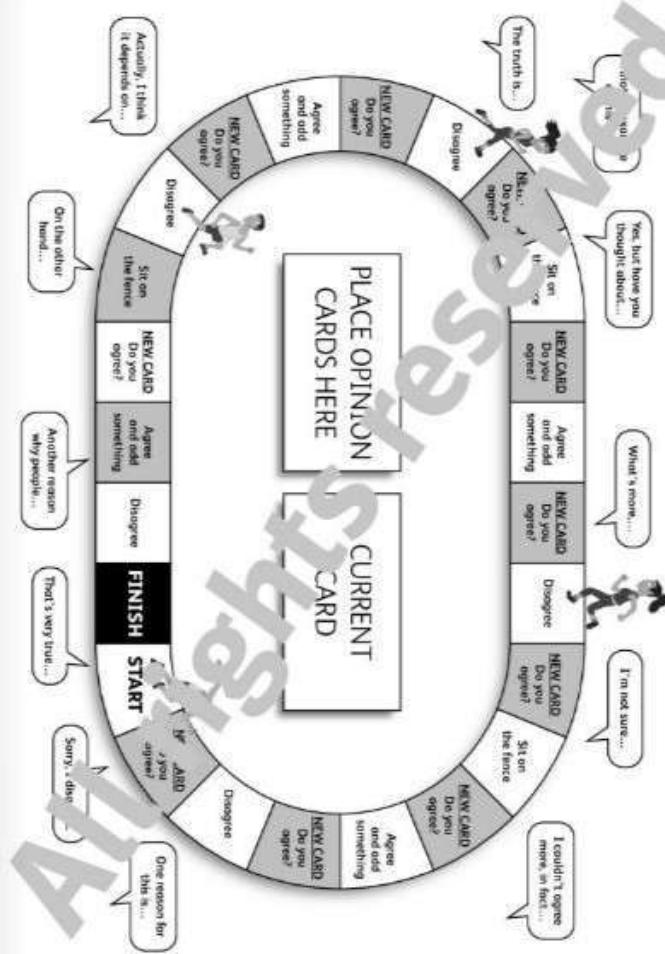
The learner who begins the game should respond to the opinion on the Current card, unlike in the *NEW CARD Do you agree?*. For the rest of the game, learners should be agreeing/disagreeing with the previous voiced opinion, rather than the opinion on the current card. This encourages them to listen to each other and react naturally using the gambits around the board.

Variations

- Players can write their own Opinion cards before they start playing. This takes no more than 10 minutes, but leads to more original and interesting cards.

Opinion Olympics

Game board



Opinion Olympics

Rules of the game

Preparation

Play in groups of 3–6. Each group needs a game board, a set of *Opinion cards*, a dice and some counters (e.g. coins). Place the *Opinion cards* face down on the board. Turn over the top card and place it on the *CURRENT CARD* square. Each player places their counter on *START* to begin.

How to play

Take turns to roll the dice or spin the numbered wheel. When you land on a square you must say 'yes' or 'no' and give a reason. Your reaction will depend on the square you land on. Agree, Disagree, etc. Make sure you are familiar with all the expressions surrounding the board before you begin so you will need time for expressing your opinions.

How to win

The first player to reach *FINISH* wins the game.

Supermarket Scramble

Time	30–50 minutes
Interaction	Groups of 3–5 learners
Level	B1 (Intermediate) to B2 (Upper Intermediate)

Language areas practised

Sub-skills and Functions

- giving personal information
 - describing dishes, food and diets
 - naming items in a list

Grammar and Lexis

- present simple tense
 - food and shopping
 - health and diets

Supermarket Scramble – Shopping lists

Player A Shopping List	Player B Shopping List	Player C Shopping List	Player D Shopping List	Player E Shopping List
fresh oranges	eggs	fresh croissants	a birthday cake	shower gel
pasta sauce	milk/mouthwash	corn flakes	fresh lemons	fresh carrots
milk	chocolate biscuits	coconut for dry hair	strawberry yogurt	ice cream
oven chips	frozen lasagne	P	curry powder	fresh prawns
fresh tuna steaks	ripe bananas	mix with	fresh fillet steak	bacon for hamburgers
loaf of wholemeal bread	a fresh turkey	frozen pizza	moisturising cream	peanut butter

Supermarket Survey

Rules of the game

Preparation

Play in groups of 3-5. Each group needs a Game board, a dice, and a Shopping list. You will also need counters (e.g. coins) for each player. Each player places their counter on ENTRANCE to begin.

How to .

Take turns to roll the dice and move in any direction. You move **the number** squares indicated. You can't turn around during a turn or move diagonally. See the "If..." rules for how to pick items on your shopping list and what to do when you land on a square.

The player to get to **CHECKOUT** with all the products on her list wins the game.

- If...**

 - If you land on a department (e.g. 'Dairy', 'Toiletries'), you can collect any food products that are in this department. Cross them off your list.
 - If you pass over a department but don't land on it, you can't collect any food.
 - If you land on a question, answer the question or name the food.
 - If you can't answer the question or name the food, you must return to your previous square.
 - If you arrive at the Checkout and realise you've forgotten

SPANNING GAMES by Sean Anderson

Supermarket Scramble!!!

Supermarket Scramble

Game board

