

## Landmark Advanced Units 7 and 14 Presentations game

*The aim of the game is for the person whose turn it is to speak as long as possible, so time them from when they first start speaking about the topic. The other people in the group should help them with that by making encouraging noises and asking follow up questions, but they shouldn't interrupt or ask long questions as the total number of points is the number of minutes they speak minus the amount of time others are speaking and the times when they are silent.*

1. What young people want from their working lives
2. The perfect job
3. Your future working life
4. Time management
5. Euphemisms
6. Colloquial English
7. Common sense
8. The so-called staring effect
9. The sixth sense
10. Women's intuition
11. Déjà vu
12. Phrasal verbs
13. Vague language