

**Third conditional vocabulary revision random pelmanism game**  
**New Cutting Edge Intermediate Modules 11 and 12**

Use as many cards below as you can to make one third conditional sentence. You get one point for each card if your partners accept your sentence as possible. If your sentence makes no sense (e.g. "I would have abandoned my dice if I had been fascinated") they should reject it, and play passes to the next person. You are allowed to change the grammar of the words below, e.g. "compensate" instead of "compensation".

abandon (= give up)	ankle	anxiety/ anxious	applause (= clap)
ban	blizzard	capital punishment	collision
compensation	compulsory	concerned	congratulate
dice	do badly/ well	do overtime	do your best
even number	expert advice	extreme weather	fascinated
fault	greed/ greedy	helpline	ignore
lack	loaf	lonely/ loneliness	make a decision/ decisions
make up your mind	military service	nanny	not have a care in the world
odd number	overweight	PE (= physical education)	physical hardship
regret	resign	retrain	row/ rower
ruin	sailor	slip	smack
smart	sort out	steal/ rob	sue
sleepless nights	sympathetic	take a risk/ risks	talk it/ things over
terminal	think straight	think things/ it over	think up
tiny	trip	trouble-free	twist
yacht	a good excuse		

Play the same game again, but this time choosing the cards at random by turning them over or pointing with your eyes closed. After you have chosen one, you can decide whether to risk choosing another or not before making your sentence.

Circle words above which could be connected to problems, then put a star (\*) next to phrases which could be connected to solutions.