

New Headway Pre-Intermediate Revision Rotating Board game

Rules of the Game

Summary of the game

Players go round and round the board (anticlockwise), scoring one point for each complete circle. You move by the number of true sentences that you make, stopping when you say something that isn't true or can't think of any more.

Detailed rules

You need one board for each group of two to four people, and one counter (for example a coin or an eraser) each.

When it is your turn, try to make as many true sentences as you can about the topic in the box your counter is on. After each sentence your partner(s) will tell you if the sentence is true or not. If your partners say one of your sentence(s) is false, stop speaking and move on one square for each correct sentence that you had said, for example:

Student A "To get to your office, go out of this door"

Student B "That's right, one square"

A "Then turn left"

B "That's correct, two squares"

A "Then go up to the 7th floor"

B "Sorry, that's not right. My office is on the 8th floor. You can move 2 squares. Now it's my turn"

Play now passes to the next person.

Continue playing until your teacher tells you to stop. The person who has gone furthest around the board (e.g. the person who has gone around one and a half times) is the winner.

Playing board

Different ways of saying the telephone number 080 3444 2211	Different ways of answering the phone	English study your partner had done before starting this course	Romantic things that have happened to your partner	START Things people said to your partner last weekend
Differences between American and British English				Ask your partner questions. 1 point for every "Yes, I have"
Things you have been doing longer than your partner				Ask your partner questions. 1 point for every "Yes, I am"
"How long" questions that your partner can answer (times longer than zero)				Ask your partner questions and score one point for every "Yes, I do"
Chat about your partner's future wedding (1 point each time you speak)				True things about your partner's past, present or future job
True sentences about your partner with "might"				You are a doctor and patient. 1 point for each time you speak
Things your partner would do if they were a prince/ princess				True "if... will..." sentences about your partner
Where your partner's possession were made				True sentences about your partner with "get"
Materials your partner's possession are made of				True sentences about your partner with "take"
True sentences about your partner with "the most.../ the ...est"	True sentences about your partner with "used to"	Things that your partner is or used to be scared of	True sentences about your partner with "do"	True sentences about your partner with "make"

Language work

To be done before or after playing the game

Fill each gap in the example sentences from the game with one word:

"We're getting married" " _____!"

"I'm afraid we can't come to your wedding" "That's a _____!"

He told her that he _____ been a boxer at university.

"Can I speak to John, please?" " _____" "Hi John, this is Phillip"

How long have you _____ living in your present house?

If you were a prince, _____ you have lots of servants?

Are you _____ tallest person in your family?

Can you _____ me a favour?

"Where are you going on holiday?" "I haven't _____ up my mind yet"

Do you _____ angry if you have to wait too long?

Did your mother tell _____ that you had to do your homework?

_____ you studied in a language school before you started this course?

This suit _____ made in Saville Row in London.

This suit _____ made of pure wool.

"Do you have any brothers or sisters?" "Yes, I _____"

Check as a class.