

RULES BOARD GAME

Aim: Give Ss practice with structures for permission, obligation, and prohibition, and with vocabulary for rules.

Preparation: Make one copy of the worksheet for every four Ss. Bring one die and four game markers for every group.

Comment: Use after the Grammar Focus on page 95.

- Ss work in groups of four. Give each group a worksheet, a die, and four markers.
- Model the game with one group. Ss put their game markers on Start. S1 rolls the die and moves his or her marker the number of squares indicated on the die. Then S1 makes a sentence about the picture and says where you might see the sign.
- Point out that Ss can move their game marker in any direction. Also, they must say the sentences, not write them. If the sentence is correct, the S writes his or her initials in that square. Then S2 takes a turn.
- If a S lands on a space that is already initialed, they repeat the sentence about the picture, but they do not get to initial the square.
- Go around the class and give help as needed. The game ends when all the squares have initials. The S with the most initialed squares wins.

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