

# Rhythm dominoes

**C** **Point:** stress patterns in short phrases  
**Minimum level:** pre-intermediate  
**Game type:** a matching game with cards for three or four players  
**Approximate time:** 25 minutes

## Rules

- 1 Play this game in groups of three or four. Deal the same number of cards to each player. If you are playing in a group of three, place one card in the middle as a starter.
- 2 Take turns to place cards on the table and build a track. You must place one of your cards so that it touches one of the two end cards in the track. The phrases in the sides that are next to each other must contain the same stress pattern.
- 3 A player who is unable to place a card when it is his or her turn, misses that turn; a player who places a card incorrectly must take the card back and miss a turn.
- 4 The first player to place all his or her cards in the track is the winner.

## Preparation

Copy and cut out a set of dominoes for each group of three or four students in the class.

## Presentation

- 1 Write on the board a list of the following stress pattern symbols:

1 ●●● 2 ●●● 3 ●●● 4 ●●●● 5 ●●●● 6 ●●●●

Next to pattern 1 write an example, such as *Close the door* and say the phrase aloud to illustrate its stress pattern.

- 2 On another part of the board, write an example of one of the other patterns, such as *Can't you hear me?* (●●●●) Invite students to identify its stress pattern. As a first step, ask them how many syllables the phrase has; then ask which syllables are stressed. Note that for the sake of simplicity, all the words in the phrases in this game consist of only one syllable.
- 3 Choose examples of the other patterns from the key, so that finally you have on the board one example for each pattern.

## Conducting the game

- 1 Divide the class into groups of three or four and give each group a set of dominoes.
- 2 Explain and/or give out the rules.
- 3 During the game, move around the class helping students to resolve any disputes. Look at the cards that have been played to check that the matching pairs of phrases are correct.

## Follow-up

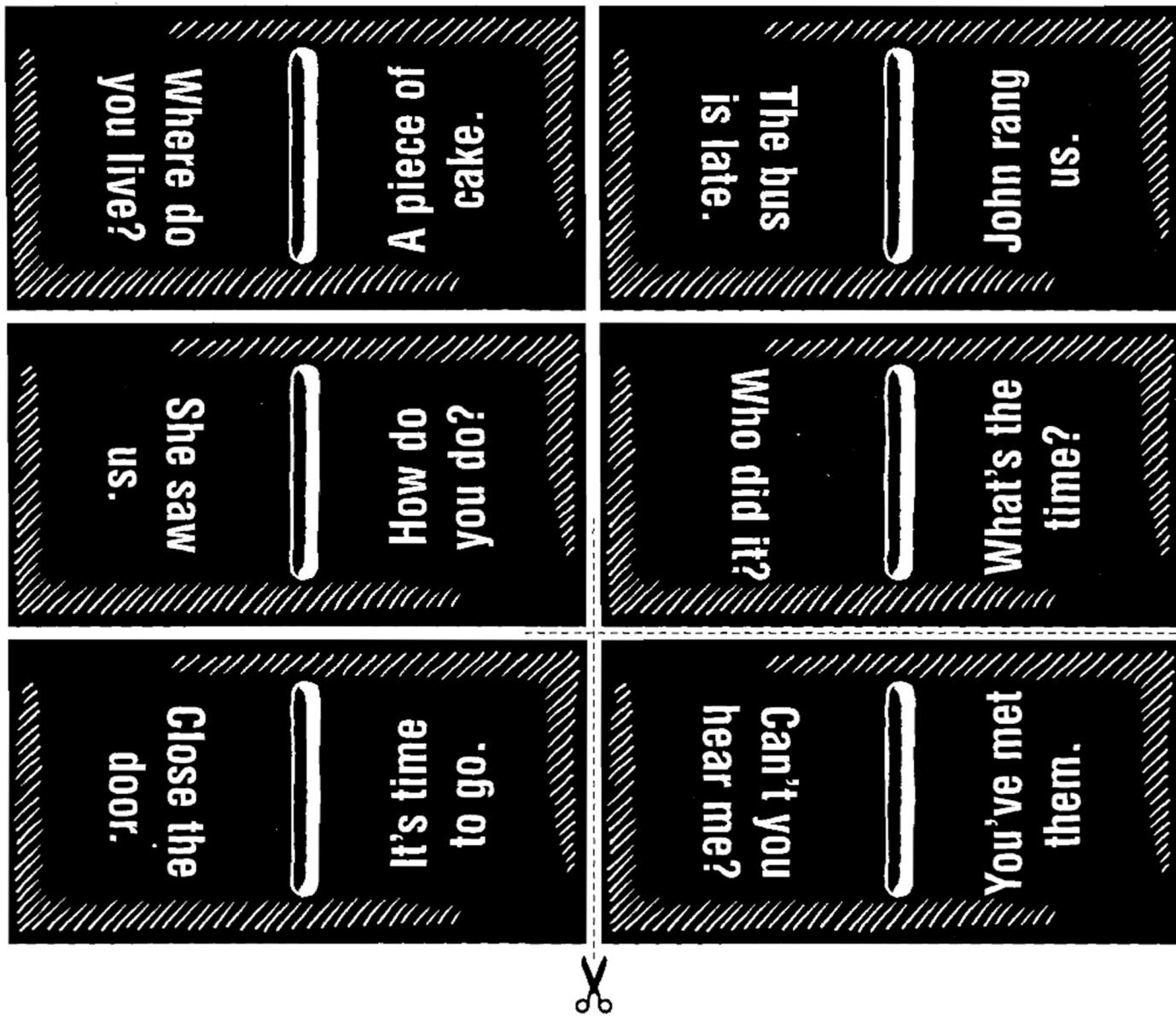
As a follow-up activity, you could try to elicit the rule behind the stress patterns in the game, that is, that 'content' words are stressed and grammatical or 'form' words are unstressed.

## Key

1 ●●●	Come and look. Yes, of course.	Close the door. Fish and chips.	What's the time? Thanks a lot.
2 ●●●	She saw us. I like it.	You've met them. I think so.	He told me.
3 ●●●	Who saw them? Please tell me.	Who did it? Don't break it.	John rang us.
4 ●●●●	Can't you hear me? Come and see us.	Don't you like it? Try to call me.	Pleased to meet you. Phone and tell me.
5 ●●●●	A piece of cake. The shop was closed.	It's time to go. It's cold and wet.	The bus is late.
6 ●●●●	Where do you live? Give me a call.	How do you do? What was his name?	Where are you from?

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