

**AIM**

To play a board game by completing and correcting sentences

**LANGUAGE**

Articles; *some / any / much / many*;  
expressions meaning *a piece of ...*;  
Everyday English expressions

**SKILLS**

Speaking

**MATERIALS**

One copy of the worksheet (A3 if possible) for each group of three or four students  
Dice and counters

**HOW TO CUSTOMIZE**

You can change this worksheet on computer or by hand, using the customizable version.

Here are some ideas:

- Change some of the sentences to ones that are more relevant to your students.
- Add common errors that your students make in the *Correct it!* squares.

**Pre-activity** (5 minutes)

- Ask: *Do you ever play games with your friends and family? What kind of games do you play? What games do you enjoy?* Elicit a variety of answers. Try to elicit the names of some well-known board games, e.g. *Scrabble*. Teach the word *board game* and explain that students are going to play a board game called *Snakes and ladders* to practise the grammar and vocabulary from Unit 4. Ask if any students know this game.

**Procedure** (20 minutes)

- Pre-teach/check the expressions students will need to play the game: *Throw/Roll the dice; It's my/your turn; I'm/You're next; That's right/wrong; Go up the ladder; Go down the snake; I am the winner!*
- Put students into groups of three or four, and hand out copies of the board game, the dice, and counters. (Optional – you could appoint one student as a referee and hand them a copy of the Answers from the bottom of the worksheet.)
- Look at the board game with the class. Explain that there are three different types of question in the game:  
*say the missing word*, e.g. square 2, 4, 6  
*correct the sentence* (labelled *Correct it!*), e.g. square 3, 7, 9  
*choose the correct answer*, e.g. square 5, 12, 16
- Explain the rules: students take it in turns to throw the dice, move the counter, and do the task on the square they land on. If the answer is correct, the player can throw again. If not, the player's turn ends. (Optional: if you have nominated a referee for each group, he/she doesn't give the correct answer from the Answers sheet in case another player lands on the same square.) If a player lands on a ladder, they move to the top, but only if they have answered the question at the bottom of the ladder correctly. If a player lands on a snake, they move to the bottom and wait until their next turn before throwing the dice again. The first student to reach 'Finish' is the winner.
- Monitor and check that students are playing the game correctly. Try to encourage students to check each other's answers, but be prepared to be the final judge if the groups don't have a referee with the answers.

**Extension** (10 minutes)

- Elicit the parts of the game that students found difficult or were unsure about. Write a list on the board and refer students back to the relevant page(s) in the Student's Book, including the Grammar Reference, and/or Workbook.