

# TEACH-THIS.COM

## What will happen ...?

Students play a board game by making first conditional sentences.

Procedure

Make one copy of the game board for every three to four students in the class. Provide dice and counters for each group.

Ask the students to work in groups of three or four.

Give one game board, counters and dice to each group.

Before the students start playing the game, explain how the first conditional is used and structured. Explain to the students that we use it to talk about likely situations and describe their results.

For example:

(On the game board) eat too much chocolate

If you eat too much chocolate, you will get fat.

All the players put their counters on the square marked START and throw the dice. The first player to throw a six starts the game.

Player A throws the dice and moves their counter along the board according to the number on the dice.

Player A then reads the words on the square they have landed on and makes a sentence beginning with *If...* using the words in the square. They can finish the sentence any way they like, but it must be appropriate, grammatically correct, and make sense. If the group is unsure about a sentence, they can reject it.

If a player can't finish off the sentence appropriately, they miss a go.

If a player lands on a square marked if, they can make any first conditional sentence.

The game continues until the first player reaches the square marked FINISH. This player is the winner.

While they are playing, go around to each group and check they are playing correctly. Answer questions and offer help.

<b>Finish</b>
visit my country
<b>IF..</b>
give me some money
<b>Oh No! Go back to Start</b>
drink too much coffee
forget my birthday
cook dinner for me
<b>Move Ahead 2 Spaces</b>

do a lot of sport
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<b>IF..</b>
<b>Skip One Turn</b>
don't help me with my homework
go to bed late tonight
eat too many hamburgers
work hard
tell me a story
<b>Oh No! Go Back</b>
<b>IF..</b>

buy me a drink
have enough time
<b>Move Back 3 Spaces</b>
<b>Super Skip Move Ahead</b>
<b>IF..</b>
<b>Move Ahead 3 Spaces</b>
don't have enough money
eat too much chocolate

*What will happen...?*

**How to Play**

Make a sentence beginning with *If...* using the words in the square.

Complete the sentence any way you like, but it must be appropriate, grammatically correct, and make sense.

If the group is unsure about a sentence, they can reject it.

If a player can't finish off the sentence appropriately, they miss a go.

If a player lands on a square marked if, they can make any first conditional sentence.



invite me to a party
<b>Start</b>