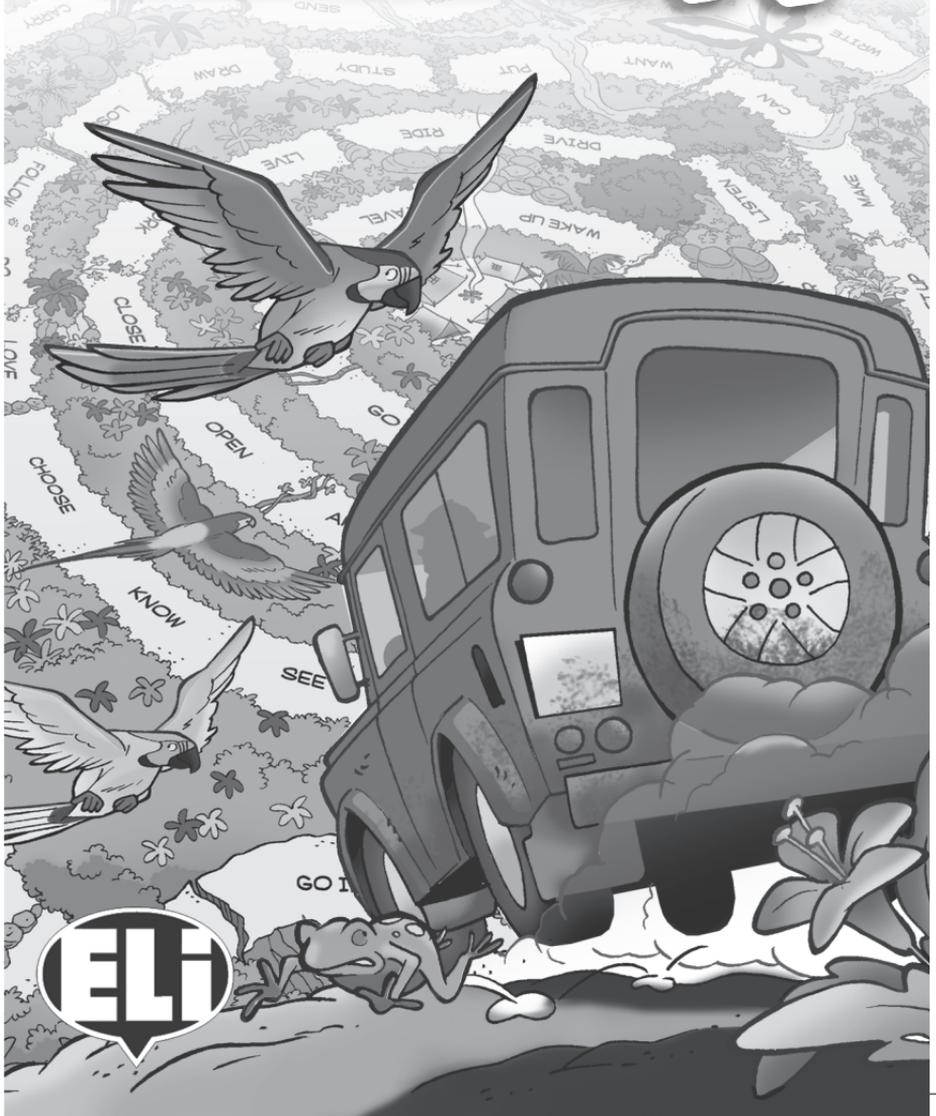


SENTENCE MAKER!



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Level

Sentence Maker! is an ideal game for students who have reached the language level A2-B1 of the Common European Framework of Reference for Languages (CEFR). The teacher may adapt the game to the level of the class by choosing to vary the degree of complexity of the language structures and tenses practised in the game.

Language aims

- Helping to learn, reinforce and correctly use different tenses (past simple, present simple, present continuous, future simple)
- Testing the students' knowledge of vocabulary and their ability to form sentences using common verbs
- Promoting the learning and the correct use of time expressions.

Material

- The game contains:
 - A board
 - 66 cards with time expressions
 - A numbered die
 - A die showing personal pronouns
 - A die showing one positive, one negative, one question form, one continuous form and two jokers
 - Place markers



THE BOARD

It contains 66 spaces. Every space shows a verb which should be formed according to the time expression chosen from the pack of cards and rolling each die.

- | | | |
|----------------|------------|-----------------|
| 1. speak | 23. finish | 45. play |
| 2. call | 24. use | 46. study |
| 3. look for | 25. start | 47. swim |
| 4. go out | 26. sleep | 48. come |
| 5. go in | 27. have | 49. arrive |
| 6. move | 28. be | 50. open |
| 7. pay | 29. run | 51. close |
| 8. find | 30. cook | 52. work |
| 9. clean | 31. see | 53. live |
| 10. hear | 32. know | 54. ride |
| 11. wash | 33. choose | 55. drive |
| 12. wait | 34. love | 56. listen |
| 13. switch on | 35. do | 57. offer |
| 14. switch off | 36. follow | 58. throw |
| 15. carry | 37. lose | 59. catch |
| 16. take | 38. draw | 60. dry |
| 17. send | 39. study | 61. go |
| 18. watch | 40. put | 62. get dressed |
| 19. drink | 41. want | 63. travel |
| 20. eat | 42. can | 64. wake up |
| 21. write | 43. make | 65. give |
| 22. read | 44. get up | 66. buy |



THE CARDS

Every card shows a time expression to use with the verb on the board, which is obtained by rolling the die, and the subject pronoun obtained from rolling the pronoun die. Every time expression card has a points value.

| | |
|-------------------------|----------|
| 1. EVERY MONDAY | 5 points |
| 2. LAST TUESDAY | 3 points |
| 3. LAST WEDNESDAY | 3 points |
| 4. LAST THURSDAY | 3 points |
| 5. LAST FRIDAY | 3 points |
| 6. LAST SATURDAY | 3 points |
| 7. LAST SUNDAY | 3 points |
| 8. LAST NIGHT | 3 points |
| 9. NEXT TUESDAY | 4 points |
| 10. EVERY DAY | 1 point |
| 11. NEXT THURSDAY | 4 points |
| 12. NEXT FRIDAY | 4 points |
| 13. NEXT SATURDAY | 4 points |
| 14. NEXT SUNDAY | 4 points |
| 15. IN JANUARY | 5 points |
| 16. LAST FEBRUARY | 3 points |
| 17. LAST MARCH | 3 points |
| 18. LAST APRIL | 3 points |
| 19. LAST MAY | 3 points |
| 20. LAST JUNE | 3 points |
| 21. LAST JULY | 3 points |
| 22. LAST AUGUST | 3 points |
| 23. LAST SEPTEMBER | 3 points |
| 24. LAST OCTOBER | 3 points |
| 25. LAST NOVEMBER | 3 points |
| 26. LAST DECEMBER | 3 points |
| 27. YESTERDAY AFTERNOON | 3 points |
| 28. YESTERDAY MORNING | 3 points |



| | |
|----------------------------|----------|
| 29. NEXT MARCH | 4 points |
| 30. NEXT APRIL | 4 points |
| 31. LATER | 5 points |
| 32. NEXT JUNE | 4 points |
| 33. NEXT JULY | 4 points |
| 34. NEXT AUGUST | 4 points |
| 35. AT THE MOMENT | 2 points |
| 36. NEXT OCTOBER | 4 points |
| 37. NEXT NOVEMBER | 4 points |
| 38. NEXT DECEMBER | 4 points |
| 39. NOW | 2 points |
| 40. LAST WINTER | 3 points |
| 41. LAST SPRING | 3 points |
| 42. IN THE SUMMER | 5 points |
| 43. IN AUTUMN | 5 points |
| 44. NEXT WINTER | 4 points |
| 45. NEXT SUMMER | 4 points |
| 46. FROM SEPTEMBER TO JUNE | 5 points |
| 47. IN TWO DAYS | 4 points |
| 48. THE OTHER DAY | 3 points |
| 49. EVERY MORNING | 1 point |
| 50. TODAY | 1 point |
| 51. TOMORROW | 4 points |
| 52. YESTERDAY | 3 points |
| 53. A COUPLE OF DAYS AGO | 3 points |
| 54. IN TEN DAYS | 2 points |
| 55. EVERY WEDNESDAY | 1 point |
| 56. MOST WEEKENDS | 1 point |
| 57. A MOMENT AGO | 3 points |
| 58. IN TWO WEEKS | 4 points |
| 59. IN JUST A MOMENT | 4 points |
| 60. A FEW MINUTES AGO | 3 points |
| 61. LAST MONTH | 3 points |
| 62. LAST WEEK | 3 points |
| 63. THREE WEEKS AGO | 3 points |
| 64. IN TWO HOURS | 5 points |
| 65. IN A FORTNIGHT | 5 points |
| 66. BEFORE | 5 points |

Rules of the game

The teacher or a game leader divides the players into teams. Each team chooses a place marker. The players roll the numbered die and team which gets the highest number begins the game. The teams then take turns to play in a clockwise direction.

The numbered die is rolled and the team moves around the board according to number shown on the die. One player takes a card from the pack and rolls the pronouns die. Then they can formulate the sentence. The teacher may choose to have the teams roll the die which shows the sentence forms too, to specify if the students should make a positive or negative sentence or a question.

The players should formulate a sentence using the verb from the board and the tense and time expression obtained from the card. The sentence should have a clear meaning. Before giving their answer the player may consult with his/her team.

If the team answers correctly, they earn the points indicated on the card and they must then place the card at the bottom of the pack.

The game ends when a player or team reaches the camp, but the overall winner is the player or team who has the highest final score.

The points may be recorded by the teacher, who decides whether the sentence is acceptable or not.



Other ways to play

Choose the verb

The teacher shows the student a card containing a time expression and asks the students to form a sentence in the present with a verb or his or her choice, not necessarily contained on the game board. The teacher then asks the student to form a similar sentence in the past and in the future, using different tenses.

Fortune telling game

The cards containing future time expressions are laid face-down on the table. A student “reads the cards” for another student by turning over a card and making a sentence with a verb chosen from the game board by closing his/her eyes and pointing to a verb. Alternatively, the student who is reading the cards could choose the verbs him/herself, thus drawing on his/her own personal lexical knowledge.

The six-verb story

The teacher uses the board to encourage students to speak. The student rolls the die to see the first verb he/she needs in order to invent a story in the past, present or future (to be chosen by the teacher). The story is continued by rolling the die and to select verbs. The teacher gives a score and the next player rolls the die.

Tell me a story

The teacher gives some verbs and some time expressions to the players (single players or small groups) and asks them to talk about something which happened, happens or is going to happen. Each group rolls the pronouns die to establish which subject they must use. After a short thinking time, each player or group tells their story.



Sentence Maker

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