

# THE IDIOMS GAME



## Object of the game

**The Idioms Game** is aimed at students who already have a basic knowledge English and who are at level **A2 - B1** on the Common European Framework. Players discover the meaning of some very common idiomatic expressions, which can be used in a variety of situations. Idioms will no longer be a mystery for students. They will learn not only to recognise idioms, but also to remember them and use them correctly. Idioms help students to understand some aspects of British culture better and are fundamental to understanding how to use English in the best way possible.

## Contents

The game consists of:

- **132 cards** divided into two decks.  
The first deck contains picture cards. Each card represents an idiom. Each card in the second deck contains an idiom and three different meanings, A, B and C. Only one option is correct and it is written in bold.

The cards can be identified by the colour of the reverse side. Each deck is a different colour, which makes it easy to identify them. In both decks the cards are numbered from 1 to 66. This makes it easier for the game leader to match the picture card with the idiom card.

- The **instruction booklet** contains instructions and suggests different ways of using the game in the **classroom**, at home and during **online courses**.

## How to play

First the game leader decides whether to play with all the cards or only with some of them. The two decks are then separated and the game leader distributes the picture cards amongst the players. Then the cards with the idioms and the options are placed face down in the centre of the table.

At this point the youngest player starts the game by taking an option card and reading the idiom aloud. The player with the corresponding picture card puts their hand up, listens to the three options and tries to say which one is correct. If the guess is correct, the player takes both the picture and option card and the player on the right has the next turn. If the guess is wrong, the player on the right has the opportunity to guess the correct option. The player who guesses correctly takes both cards. The winner is the player or team which has the most matching pairs. The game continues until all the cards have been matched or for an established period of time.

## Other suggestions

### • FIND THE PAIR!

This game is useful to become familiar with the cards and the idioms in the game. The game leader must first of all decide whether or not to divide the class into small groups (with equal numbers of players if possible and with no more than 4/5 people in each group) or to let players play individually, as well as whether or not to use all the cards. Once this has been decided and the cards have been shuffled, they should be placed face down in full view on the table. At this point the youngest player starts the game by turning over a card from

one deck and then from the other, reads the idiom aloud and if the two cards correspond, keeps the pair of cards and another player or team takes a turn. If the cards do not correspond, the player turns the cards over again and leaves them in the same place. Then another player or team has a turn. The player or team with the most matching cards is the winner. The game continues until all the cards have been matched or for an established period of time.

### • QUIZ

This game only uses the option cards. The cards are placed in the centre of the table. The youngest player starts the game by taking a card and reading the idiom and the options to the player sitting on the right. Then the other player guesses the meaning of the idiom and if the answer is correct, takes the card. If the answer is wrong the card is put at the bottom of the deck. In both cases the player on the right then takes a new card and reads the text to the next player on the right. The game continues in this way until all the cards are finished or for an established period of time. The player with the most cards is the winner.

### • MYSTERY PICTURE

For this game only the picture cards are used. They are placed face down in the centre of the table. The youngest player starts the game by picking up a card and reading the idiom aloud and explaining the meaning. If the game leader confirms that the meaning is correct, the player wins the card, otherwise it goes to the bottom of the deck. In both cases it is the turn of the player on the right. The game continues in this way until all the cards are finished or for an established period of time. The player with the most cards is the winner.

### • USE THE IDIOM

In this game only the picture cards are used. Each player is given a card by the team leader or picks a card randomly. The players are then given a specified amount of time to use the idiom correctly either in a spoken or written sentence. Once the time is up each sentence will be read aloud and the player who has managed to use the idiom correctly wins the card. The game can be repeated in the same way with other cards. The winner is the player with the most cards.

#### Variant 1

Instead of using the picture cards, the option cards are used. In this way the players know what the correct answer is. The difficulty lies in trying to make a sentence or a short story which includes the idiom.

The game can be made more difficult by giving the player more than one card at the same time. The player then has to put both the idioms into a story.

The player who tells the most grammatically correct and funniest story is the winner.

#### Variant 2

The structure of the game is the same as the previous variant but instead of using the idiom, the players have to express the same concept using different words.



## • THE MIME GAME

Each player takes a picture card and mimes the idiom to the other players or to the other team if the game is being played in teams. At the end of the game the player or team who has guessed and won the most cards is the winner.

## • DISCOVER THE ORIGINS

The game leader gives each player an illustrated card and everyone has to do research on the idiom: its origins, if it exists in other languages and if it has remained the same over time or if it has evolved over the years.



## Online lessons and courses

### • WHAT DOES IT MEAN?

The game leader can use the picture cards by putting them in front of the web cam and asking students to guess the meaning of the idiom which is illustrated on the card.

### • WHICH ONE?

This game is an online quiz. The game leader takes the option cards and reads the idiom plus the options to the students. Students choose the correct one.



*These are only some suggestions on how to use **The Idioms Game**. The game leader can use the game in different ways, depending on the language level of the players and their language objectives. It can be used as a basis for many other activities and is an effective teaching aid which stimulates and encourages the English language learning process.*



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LEVEL A2-B1

### Play for the Planet

A board game which encourages players to practise talking about the environment, recycling, renewable energy, organic agriculture, organic food and an eco-friendly lifestyle.



LEVEL A2-B1

### How are you?

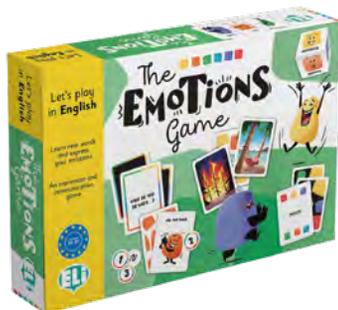
A fun board game with an illustrated playing board. Players move along a path and reach the finish line by performing a series of tasks which require knowledge of lexis related to the body, health and a healthy lifestyle.



LEVEL A2-B1

### Famous People from the English-speaking World

A fun card game based on the lives of famous people from all over the English-speaking world. Players match the famous people with their ID cards.



LEVEL A2-B1

### The Emotions Game

An engaging card game which helps players to understand and express their own emotions, recognise emotions in others, as well as to broaden vocabulary and learn grammar and syntax.



LEVEL A2-B1

### What is it?

A card game in which players learn the words for everyday objects and describe what they are made of. It enriches vocabulary and develops players' description skills.



LEVEL A2-B1

### The Busy Day Dominoes

In this fun domino game players put daily activities into a logical sequence and conjugate verbs in the present, past and future.



LEVEL A2-B1

### Question Chain

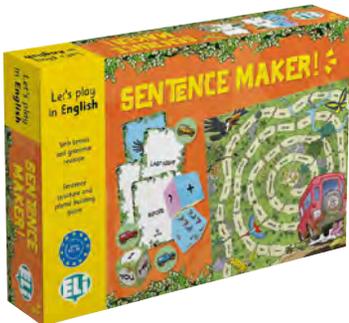
These cards provide a fun way of encouraging mini-dialogues and practising question forms, as well as introducing some common idiomatic expressions.



LEVEL A2-B1

### Questions and Answers

A fantastic illustrated board game depicting a very detailed fun fair. The board is filled with elements designed to improve observational skills. Players have to guess their opponents' cards by asking questions using the question words on the die: who, what, where, when, which, how.



LEVEL A2-B1

### Sentence Maker

Verbs are the focus of this board game which consists of cards and 3 dice. The game helps students to make sentences in a fun way.



LEVEL A2-B1

### The Story Maker

A great card game ideal for practising sentence construction and verb forms. The game stimulates imagination through the creation of stories.



LEVEL A2-B1

### English Championship

A fun general knowledge game in which players challenge each other on topics including history, culture, traditions, geography, sport.



LEVEL A2-B1

### Triboo

Triboo is a fantastic board game in which players guess their opponents' cards. There are 132 cards divided into 6 categories: science, history, geography, sport, entertainment, art and literature.



LEVEL A2-B1

### Roundtrip of Britain and Ireland

A beautiful playing board illustrated with a map of Great Britain and Ireland. Players increase their knowledge of British culture by visiting cities, monuments and finding out about traditions and culture. It's just like being on a real road trip!



LEVEL A2-B1

### Around the City

A lively board game based on the observation of places and services in the city. Players develop their knowledge of vocabulary including shops, transport, road signs and road safety.



LEVEL A1-B2

### Verb Draughts

This traditional game is useful for helping students to learn the conjugation of verbs.



## CEFR: Common European Framework of Reference for Languages

A1 Beginner

**A2 Elementary**

**B1 Intermediate**

B2 Upper Intermediate

C1 Advanced

C2 Proficiency

### The Idioms Game

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