

9C Get a move on!

Activity type: Speaking – Board game – Groups

Aim: To practise using expressions with *get*

Language: *get* – Use at any point from the Keyword, p79.

Preparation: Make one copy of the worksheet for every three or four learners, and bring one counter for each learner, and one coin for every three or four learners.

Time: 20–30 minutes

- 1 Learners sit in groups of three or four. Give each learner a counter, and each group a coin and a copy of the worksheet.
- 2 Explain that they are going to play a board game, the aim of which is for learners to make their way from the Start to the Finish. Before the game starts, learners work in their groups to expand the prompts in the shapes to form complete questions with *get*. As they do this, go round and check.

How old were you when you got your first job?
How do you usually get around your town or city?
How many text messages do you get a day?
What's the best place to get a meal in your town?
What presents did you get for your last birthday?
What was the last phone call you got?
What was the first thing you did when you got home yesterday?
Where did you get the clothes you're wearing today?
Who was the last person you got an email from?
How did you get to school today and how long did it take?
What was the best present you ever got for someone else?
What is the most important text message you have ever got?
When was the last time you got a taxi?
What newspapers and magazines do you normally get?

- 3 Explain that to play the game, the learners should place their counters on the Start shape and decide who is going to go first. This learner then flips the coin and moves one space for 'heads' and two spaces for 'tails'. If the learner lands on a shape containing a question, he/she should ask this question to the learner on his/her right, who must answer appropriately.

Stronger classes

The questioner can also ask follow-up questions if they decide they would like more information.

- When learners land on a 'Get a move on!' shape they should move their counter forward the stated number of shapes.
- 4 The game continues until one learner arrives at the final shape. This learner is the winner.

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