

14 Define it!

Type of activity

small group

card game

Function practised

defining

Exponent

X is a . . . used for . . . -ing.

or X is a . . . used to . . .

Lexical areas

everyday and scientific objects

Problem vocabulary

tool, instrument, container, thermometer, barometer, spanner, corkscrew, screwdriver, tin-opener, bottle-opener, pram, paperclip, magnifying glass, measure, bang, pressure, contain, hold together, experiments, conveying, supporting, magnifying

How to use the game

Divide the class into groups of three or four.

Copy one set of cards for each group.

The cards should be shuffled and dealt out equally to each player in the group.

The first player chooses a card and defines it (without saying the name of the object).

The other players must guess what the object is.

The first player to say the name of the object correctly, may collect the slip of paper as a 'trick', and the turn passes to him/her.

If no one can guess, the first player must try to define the object again.

The object of the game is to collect the most 'tricks'.

A rules sheet for this game is to be found at the back of the book.

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