

25 Silly superstitions

Type of activity

whole class

information search

Function practised

predictions and speculation

Exponent

will/going to for future prediction and speculation

Lexical areas

superstition

Problem vocabulary

initial, itches, inside out, peel, odd (= different), anticlockwise

How to use the game

There are two versions of this game.

Version 1:

Give everyone in the class a questionnaire (1) and a superstition (A).

The object of the game is to complete the questionnaire. To do this, students must move around the class, asking each other *What will happen if . . . ?* until they have obtained enough information to complete the questionnaire.

This game may be used as a warm-up for version 2.

Version 2:

Give everyone in the class a *silly* superstition (B). If you prefer, you can get students to write their own, collect them up and redistribute them, so that no one gets their own superstition.

Students should then get up and carry out whatever actions are necessary to bring them good luck/money, etc.

When they have finished, give out copies of the questionnaire (2).

The object of the game is to complete the questionnaire. To do this, students should move around the class asking questions until they have enough information to complete the questionnaire.

25 SILLY SUPERSTITIONS (A) (Questionnaire 1)

Advanced Communication Games, Longman, © J Hadfield 1987

If you see a black cat, you'll have good luck.

If you walk under a ladder, you'll have bad luck.

If you spill salt, you'll have bad luck.

If the first person to enter your house in the New Year is a tall dark man, you'll have good luck all year.

If you break a mirror, you'll have seven years' bad luck.

If you open an umbrella in the house, you'll have bad luck.

If your hand itches, you'll get some money.

If you put your clothes on inside out by mistake, you'll have good luck.

If you sleep with a mirror under your pillow, you'll dream of your future husband.

If you peel an apple, and throw the peel over your left shoulder, it will form the initial of your future husband or wife's name.

Questionnaire 1

What will happen if:

- you see a black cat?
- you walk under a ladder?
- you spill some salt?
- you break a mirror?
- your first visitor in the New Year is a tall dark man?
- you open an umbrella indoors?
- you sleep with a mirror under your pillow?
- you see the new moon?
- you peel an apple and throw the peel over your left shoulder?
- your hand itches?
- you put your clothes on inside out by mistake?

If you see the new moon, turn over the money in your pocket, then you'll be rich.

If you can shake hands with three people without talking to them, you'll have good luck for a week.

If you can make three people smile, you'll get some money.

If you find someone wearing odd socks, you'll have good luck.

Walk round the room with your eyes shut. If the first person you see when you open your eyes is wearing blue, you'll get married this year.

Walk round the room. If anyone touches you, you'll have bad luck.

If anyone smiles at you, give them some money – then you'll have good luck.

Don't shake hands with anyone – it will bring you bad luck.

Walk round the room anti-clockwise. The first person who speaks to you when you finish will have the same initials as your future husband/wife.

Stand in the middle of the room, close your eyes and turn round three times. If the first person you see when you open your eyes has an 'E' in his/her middle name, then you'll travel abroad next year.

Throw a coin over your left shoulder. Then you'll have good luck. (Don't pick it up though!)

Questionnaire 2

Find someone who:

is going to have good luck for a week.

is going to get some money.

is going to get married next year.

is going to get married this year.

is going to travel abroad next year.

is going to have good luck.

is going to have bad luck.

knows their future husband's/wife's initials.

If you find a coin on the ground, you'll get married next year.