

# 6 Try it out!

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## Type of activity

small group  
matching

## Function practised

comparing and contrasting  
discussing advantages and disadvantages

## Exponent

*It would be better/easier to . . .*

*The . . . would be better/stronger, etc.*

*The . . . was . . . -er/the . . . -est because . . .*

*The . . . was not as . . . as the . . .*

*The . . . was too . . .*

*The . . . was not . . . enough.*

## Lexical areas

names of tools and instruments, action verbs

## Problem vocabulary

*tweezers, twig, coat hanger, wedge, unblock, squeezing, crack, floorboards, accidentally*

phrasal verbs such as *get out, fix onto, push into*, etc. as required by the students

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## How to use the game

Divide the class into groups of three or four.

Give each group a set of picture cards and a task list.

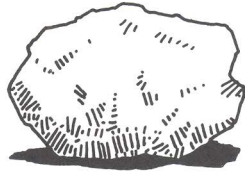
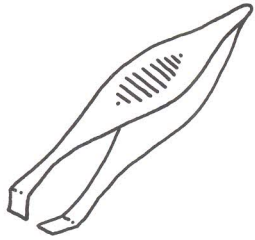
**The object of the game is for each group to decide which implement would be most useful in each situation.**

They should compare the implements and discuss the advantages and disadvantages of each.

When they have finished, one person from each group should go to another group to compare results and discuss advantages and disadvantages of the different methods employed.

It might make the game more vivid if the teacher were able to bring in the actual implements for each group instead of the picture cards.

**Optional rule:** Each implement is to be used only once.



## Task List

- 1 You have a bottle of wine but no corkscrew.
- 2 The cupboard door keeps swinging open.
- 3 The sink is blocked.
- 4 The neighbour's dog keeps squeezing through a hole in the fence.
- 5 Your ring has dropped into a saucepan of boiling water.
- 6 You have dropped some money through a crack in the floorboards.
- 7 You have accidentally just thrown an important letter onto the fire. (Quick!)
- 8 You can't get the lid off the jam pot.
- 9 Your house is locked and you can't get in.
- 10 A water pipe is leaking and water is dripping onto the floor.

