Imperatives Board Game

Level: Beginner-Elementary Level

Time: 45 min

Activity: A board game to practise using imperatives.

Preparation (5 –10 min)

- Print enough game boards so that each small group or pair has one.
- You will also need counters for all players in each group and a dice per group.

Procedure	Time
Introduce the imperatives needed so that students are able to play the board game. Practise the target language by acting them out physically to reinforce their meaning. Practise the more difficult instructions so that students are clear of their meaning during the game. These include: • clap your hands • stamp your feet • click your fingers • shake your arms and legs • pat your head • hop • jump • spin around • whisper • shout	15 min
Divide the class into small groups. Explain the rules of the game and model one example together with one group. Game Instructions: The players take it in turns to roll the dice and then they must follow the instructions on the space that they land on. For example, 'stamp your feet'. If the player lands on a question mark '?', they must challenge another player to do something using imperatives by using their own ideas. For lower levels prepare some ideas they could choose from on the board. The first player to reach the finish square is the winner. Monitor the groups and make notes of any common errors. Collect class feedback and spend some time on error correction.	20 min 10 min
Extension Activity	
Students create their own game boards using imperatives.	10 min