



WORD GAMES



Scan to review worksheet

Expemo code:
15RF-Z7J9-5ZFZ

1

Warm up

Match the phrases to make sentences about playing games.

- | | |
|---|---|
| 1. I'll just explain | a. if you lose the game. |
| 2. The aim of the game is to | b. it's a draw/tie . |
| 3. You need a good strategy | c. it's your turn! |
| 4. I almost always beat | d. I've never played before! |
| 5. Wake up - | e. make the longest word. |
| 6. The score is 3-3 so | f. my brother at this game. |
| 7. I hope you're not going to get angry | g. the rules of the game to you. |
| 8. I can't believe I won the game. | h. to win this game. |

Do you like playing any of these types of games: card games / board games / sports / word games?

2

Listening

Listen to Alice and Barney playing a word game and decide if the sentences are true or false.

1. GHOST is a spelling game.
2. The aim of GHOST is to make the longest word that you can.
3. Barney explains one of the rules in the middle of the game.
4. Barney and Alice make a four-letter word.
5. Alice wins the whole game.

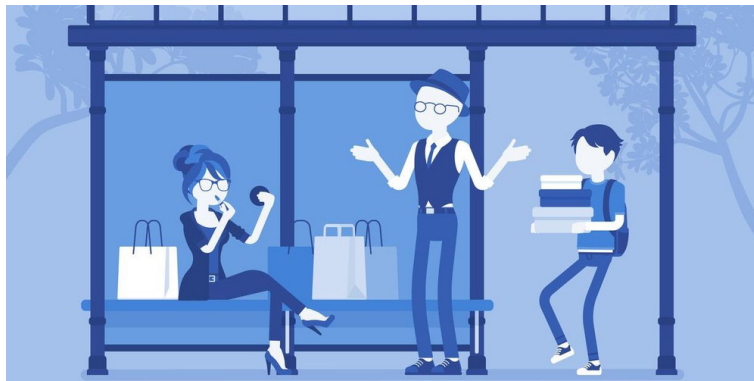


Why is it important to say the aim of the game at the beginning of the explanation?



Listen again and choose the correct option to complete the sentences from the conversation.

1. We **have to** / **can** take turns saying a letter to make a word.
2. So, in your turn, you **don't have to** / **shouldn't** say any letter that can be the last letter of a word.
3. C-K? You can't **to say** / **say** that.
4. It **must** / **can** be a real word that you're thinking of.
5. But you're not supposed **to tell** / **telling** me the word.
6. So, it's C-A. **Should** / **Can** I say that?
7. You **should** / **would** explain that rule at the beginning.
8. You mustn't **said** / **say** it if you don't know the word.
9. **You're** / **You've** not allowed to give me a clue.
10. You **mustn't** / **don't have to** be so annoying! Who says I'm going to lose?





3

Language point

We use a range of language to talk about rules, for example when we play a game. Read the examples and information and choose the best option or answer the question to complete the rules.

1. We **have to** take turns saying a letter to make a word.
2. It **must** be a real word that you're thinking of.
3. You **mustn't** say it if you don't know the word.
4. You **can't** say that.

1. In sentences 1 and 2, we are saying that it **is / isn't** necessary to do something.
2. In sentences 3 and 4, we are saying that it is necessary **to do / not to do** something.
3. Which verb form is followed by an infinitive?

1. So, it's C-A. **Can** I say that?
2. You **don't have to** be so annoying! Who says I'm going to lose?

1. In these sentences, we are saying that it **is / isn't** possible for someone to choose what to do.
2. Which verb form is followed by an infinitive?

1. So, in your turn, you **shouldn't** say any letter that can be the last letter of a word.
2. You **should** explain that rule at the beginning.

1. In these sentences, we are **making / giving** a suggestion or **making / giving** advice.
2. This means that it's **possible / not possible** for someone to choose what to do.

1. But you're **not supposed** to tell me the word. You're **supposed** to keep it a secret.
2. You're **not allowed** to give me a clue. You're **only allowed** to say the letter.

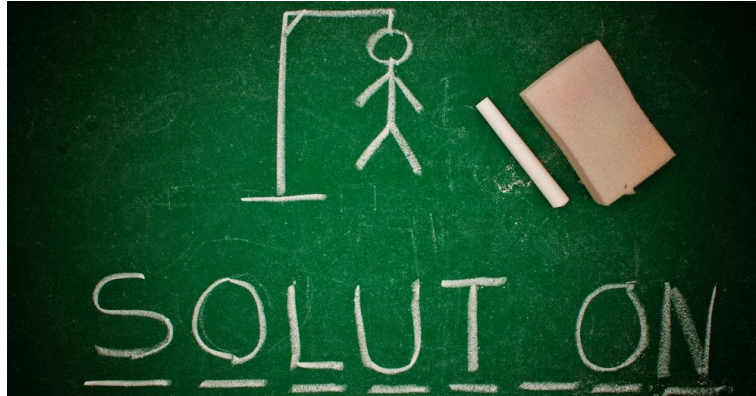
1. These sentences describe situations where there **is / isn't** a choice.
2. What's the same about the grammar in these examples?
3. What's the same about the pronunciation?



4

Practice

Read the instructions for another word game, Hangman, and choose a word from the list to complete each sentence. Sometimes more than one answer is possible.



aim allowed are supposed can can't
don't have to has must / (should) should / (must) to

1. One player, the host, chooses a word but they _____ tell anyone.
2. The host _____ choose a word that all the players know.
3. They're not _____ to choose a person's name, city or country, month or day of the week.
4. The host _____ to draw a blank space for each letter in the word.
5. Other players _____ to take turns to guess the letters in the word.
6. When they guess correctly, the host has _____ write the letters in the correct blank spaces.
7. If the players guess a letter incorrectly, the host _____ write it at the side and draw one part of a man.
8. The _____ of the game is for the players to complete the word before the picture of the man is finished.
9. If you're playing with younger children, you _____ use a hangman - you _____ use a snowman.



5 Speaking

Work in A/B pairs. Look at the correct part of the worksheet.

Student A

Read the instructions for a game. You are going to remember and teach the game to your partner, and then play it together. Try to remember the words in bold when you explain the rules. You should also look back at the Warm up and try to use some of those expressions as you play.

This game is called I-Spy.

- One person must think of an item – this might be something they can see, but if they're not in the same room as the other players, **it doesn't have to be**. However, it should be something that everyone is familiar with, for example, a door.
- The first player **has to say**, "I spy with my little eye something that's white." Or they can say, "I spy with my little eye something that starts with the letter D."
- If you're in an online lesson, you **should say**, "I'm thinking of something that starts with the letter D." Or you **can say**, "I'm thinking of something that you find in a house."
- The **aim** of the game is for the other person to guess this item.
- The other players **must take turns** to guess what the item is. They're **not supposed to ask** any other questions, but if it's too difficult to guess, they **are allowed to ask** for a bit of help.

Answer these questions after you play both games.

1. Which game is the most enjoyable?
2. How do you think you could improve your instructions?
3. Did you use any expressions from the Warm up?



Work in A/B pairs. Look at the correct part of the worksheet.

Student B

Read the instructions for a game. You are going to remember and teach the game to your partner, and then play it together. Try to remember the words in bold when you explain the rules. You should also look back at the Warm up and try to use some of those expressions as you play.

This game is called The Alphabet Game.

- One person starts the game by saying, "I went to the shops, and I bought an apple." They **can say** anything they want but it **must start** with the letter A. The items **don't have to be** something that you can really buy in a shop.
- The next player **has to repeat** what the first player said, and then they have **to add** something that starts with the letter B. "I went to the shops, and I bought an apple and a bag."
- The next player repeats what the first two players said, and then they **are supposed to add** something that starts with the letter C. "I went to the shops, and I bought an apple, a bag and a cat."
- Play continues like this. It becomes harder and harder to remember all the items, so players **should listen** carefully even when it's not their turn. Players **can take** a few seconds to remember the answers, but they're **not allowed to take** too long to remember all the items.
- The aim of the game is to be the last person left after all the other players have made a mistake or forgotten something.

Answer these questions after you play both games.

1. Which game is the most enjoyable?
2. How do you think you could improve your instructions?
3. Did you use any expressions from the Warm up?



6 Extra practice/homework

Put the words in order to make the instructions for a game called Twenty Questions.

2-5 people / can start. / player (Player 1) / the youngest / to play and / You need

1. _____

to choose / has / Player 1 / questions about. / someone or something / to answer

2. _____

a person, place or thing / choose / know about. / that all / the players / They must

3. _____

is thinking of. / is to ask / of the game / questions / The aim / to find out / what Player 1

4. _____

ask yes/no questions / have to / "Is it a person? Are they alive?" / like, / The other players

5. _____

like "When did this person live?" / not allowed / of questions, / other types / They are / to ask

6. _____

are / ask general / Players / questions first. / supposed / to

7. _____

and listen carefully / Players should / questions and answers. / to ask questions / take turns / to other players'

8. _____

information. / mustn't / Players / their phones / to check / use

9. _____

but players / don't have to / is twenty, / make a guess. / of questions / The maximum number / wait to

10. _____



7

Optional extension

Word games improve your English! They can help you with vocabulary, spelling and even grammar. Try playing another one of these games from the lesson: GHOST, hangman and twenty questions.

1. Which game is the most enjoyable?
2. How did it help you improve your English?