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Advice Game

This is a great game for practicing giving advice. The activity enables students to practice various phrases for giving advice in different situations.

Procedure

Divide the class into teams of three. Appoint one student in each team to do the writing.

Write the following sentence on the board:

I had a car accident.

Explain that the teams have to write down as many pieces of advice as they can think of using the phrase: You should...

Examples:

You should call the police.

You should check the damage to your car.

Tell the teams that they shouldn't write sentences that simply say the same thing in a different way, e.g. You should check for damage to your car. You should look to see if your car has any dents.

Set a five-minute time limit.

When the time limit has been reached, have the teams swap papers. Ask each team to read out their advice in turn. As each team reads out their sentences, the other teams tick any duplicate sentences on their list. All the sentences should give appropriate advice for a car accident.

Each team gets one point for each suitable sentence. Play further rounds using other phrases for giving advice and other situations. The team with the most points at the end is the winner.

Phrases for giving advice:

You ought to...

You need to...

My advice is to...

You could try...

I would advise that...

If I were you, I'd...

You'd better...

If I was / were in your place, I'd...

Situations:

I can't find my wallet.

Burglars broke into my house.

I was fired from my job.

This food I've just cooked tastes terrible.

My wife / husband left me.

I didn't pass the exam.

My business has gone bankrupt.

I didn't get the job.