

Activity Type

Grammar Game: matching, forming sentences, freer practice (group work)

Focus

Prepositions of place: *in*, *on*, *at*

Prepositional phrases

Aim

To match the prepositions of place *in*, *on* and *at* with nouns to make prepositional phrases and then to use each prepositional phrase in a sentence.

Preparation

Make one copy of the dominoes for each group of three and cut as indicated.

Level

Elementary (A1-A2)

Time

25 minutes

Introduction

In this prepositions of place game, students play dominoes to practice the place prepositions: *in*, *on*, *at*.

Procedure

Divide the students into groups of three.

Give each group a set of dominoes. Students will also need a pen and paper for keeping score.

Ask the students to shuffle the dominoes and deal out five each, leaving the rest in a pile face-down.

Tell the groups to pick up the top domino from the pile and put it face-up on the table.

The first player puts down one of their dominoes on either side of the domino on the table, making sure that the preposition of place matches with the noun (or vice versa) to make a prepositional phrase.

If the player matches the preposition of place successfully, he or she scores a point. For an extra point, the player then uses the prepositional phrase in a sentence.

The other players then take it in turns to match their dominoes in the same way by putting them down at either end of the domino chain and making a suitable sentence when a prepositional phrase is formed.

If a player cannot put down one of their dominoes, they take one from the top of the pile and put it down if they can.

If there are no dominoes left in the pile, play passes to the next student.

If another player thinks a prepositional phrase or sentence is wrong, he or she can challenge the player.

If the students cannot agree, they ask the teacher for help.

If a prepositional phrase is wrong, the player must take back the domino and play passes to the next student.

When a player has no more dominoes left in their hand, the game ends. Students then add up their scores. The player with the most points wins the game.

Afterwards, students can shuffle the dominoes and play another round.



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