Introduction

In this creative teaching activity, students play a pelmanism game where they match pictures to health problems. The students then practice giving advice for the health problems shown on the cards.

Procedure

Divide the students into pairs.

Give each pair a set of picture cards and a set of health problem cards.

Ask the students to shuffle the sets of cards separately and spread them out face down on the table in two sets.

Students take it in turns to turn over one picture card and one health problem card.

If the cards match, the student keeps the cards and has another turn. If the cards don't match, the student turns them back over, keeping them in the same place.

The game continues until all the cards have been matched. The student with the most pairs of cards at the end of the game wins.

Next, write the following structures for giving advice on the board:

Why don't you...?
If I were you, I'd...
You should/shouldn't...
You could/should try... + -ing
Maybe/Perhaps you should...

Practice the language by asking the students to give you some advice about every day problems.

Next, tell the pairs to shuffle their picture cards and place them face down in a pile.

The students take it in turns to turn over a picture card and say they have the health problem shown in the picture, e.g. 'I've got a cold'.

The other student then uses the language on the board to give advice to their partner, e.g. 'Why don't you take some medicine and go to bed?'

Students continue like this until all the picture cards have been used.

When everyone has finished, ask pairs of students to model their dialogues to the rest of the class.
Advice for Aches and Pains

- have a cold/the flu
- have an earache
- have a stomach ache
- have a broken arm
- have a fever/temperature
- have a toothache
- have a headache
- have backache
- have a sore throat
- feel sick
- have sunburn
- have a broken leg