

### Activity Type

Matching, listening and speaking activity, group work

### Language Focus

Hobbies and free time activities

Collocations with go, play, do and watch

### Aim

To practice making connections between hobbies and free time activities by playing four card games.

### Preparation

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

### Level

Pre-intermediate

### Time

60 minutes

### Introduction

In this entertaining four-part card game activity, students practice making connections between hobbies and free time activities. The activities consist of a categorizing and pelmanism game to practice verb-noun collocations, a game talking about similarities between hobbies and free time activities, and a question and answer activity.

### Procedure

Divide the students into groups of three. Give each group a set of cards. Ask the students to shuffle the cards and spread them out face up on the table. Tell the students that they are going to categorize the hobbies and free time activities on the cards into five groups, according to the verb that is used with each one: go, play, do, watch or no collocation. When the groups have finished, check the answers with the class. The hobbies and free time activities are ordered go, play, do, watch and no collocation on the uncut worksheet.

Next, have the groups shuffle the cards and spread them out face down on the table. The students then play a pelmanism game to reinforce their knowledge of the verb-noun collocations. The students take it in turns to turn over two cards. If the two hobbies or free time activities use the same verb, the student keeps the cards and has another turn. If not, the cards are turned back over and it's the next student's turn to play. The student with the most cards at the end of the game wins.

Students then move on to talk about similarities between the hobbies and free time activities by playing another pelmanism game. This time, when two cards are turned over, the student makes a sentence about how the two hobbies or free time activities are similar, e.g. 'Painting and photography are both creative hobbies'.

If a suitable sentence is made, the student keeps the cards and has another turn. If the student can't make a sentence, the cards are turned back over and it's the next student's turn to play. Each similarity can only be used once. The student with the most cards at the end of the game wins. When the groups have finished, get feedback on some of the similarities they came up with.

Afterwards, students use the cards to ask and answer questions and develop short conversations about hobbies and free time activities. Ask the students to put the cards face down in a pile. Students then take it in turns to pick up a card and ask a question about the hobby or free time activity on the card to the other group members, e.g. 'How often do you go camping?' The students take it in turns to answer the question and create a short conversation about the topic. This continues until all the cards have been used.

jogging

cycling

fishing

swimming

skating

hiking

camping

bowling

shopping

travelling

dancing

skiing

board games

chess

computer games

pool

football

a musical  
instrument

draughts

cards

puzzles

martial arts

tai chi

exercise

ballet

yoga

photography

aerobics

films

TV

drawing

gardening

cooking

painting

reading

singing