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Write down

- 1) ...something that might take time to get over.
- 2) ...something you have to do when you look after a baby.
- 3) ...something that you put on before you go to bed.
- 4) ...something that's as easy as falling off a log.
- 5) ...something you do once in a blue moon.
- 6) ...a type of food you should keep off if you're on a diet.
- 7) ...something that drives you up the wall.
- 8) ...a situation in which you shout, "Look out!"
- 9) ...something that you turn off before you leave the house.
- 10) ...something that you put up when it's raining.
- 11) ...a situation in which you get butterflies in your stomach.
- 12) ...a good way to break the ice.
- 13) ...an occasion that you dress up for.
- 14) ...something that's not your cup of tea.
- 15) ...the name of a famous person that you look up to.
- 16) ...a reason to call off a wedding.
- 17) ...someone who spends money like it's going out of fashion.
- 18) ...an item of clothing that you do up.

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This game helps students understand the meaning of various phrasal verbs and idioms.

Before class, make one copy of the worksheet for each student.

Procedure

Divide the class into two teams. Each team nominates someone from their group to be the first player.

The two players go to the front of the class and sit facing their teams.

Give a worksheet to every student, including the two players at the front of the class.

Ask everyone to answer the first question on their worksheet. The students must not talk to each other or show anyone what they have written.

When everyone has finished writing, read out the first question.

The two players at the front of the class then read out their answers.

Then the team members read out or show their answers.

Teams score one point for each answer that matches their player's answer.

The players then swap with someone from their team and the process is repeated, and so on.

The team with the most points at the end of the game wins.

For small classes, play as one team with one player. Each student scores a point for every answer they write that matches the player's answer. The winner is the student with the most points at the end of the game.