

## Activity Type

Grammar and Speaking Game: forming sentences from prompts (group work)

## Focus

Future simple: *will/won't*

Future perfect: *will/won't + have + past participle*

Future continuous: *will/won't + be + verb+ing*

Future time expressions

*will probably/probably won't*

*might/might not*

## Aim

To make predictions using a variety of future forms.

## Preparation

Make one copy of the game board for each group of three or four. Enlarge the game board to A3 if possible. You will also need to prepare some dice and counters.

## Level

Intermediate (B1)

## Time

30 minutes

## Introduction

In this engaging making predictions board game, students practice making predictions using the future simple with *will* and *won't*, the future perfect, the future continuous, future time expressions, *will probably* and *might*.

## Procedure

Tell the class that they are going to play a board game to practice making predictions with various future forms.

Divide the students into groups of three or four.

Give each group a copy of the game board, a dice and counters.

Students place their counters on the start square.

Students then take it in turns to roll the dice and move their counter along the board.

When a student lands on a square, they make a prediction about the topic, according to the number on the dice and its corresponding future form.

For example, if a student rolls a '1', the student makes a prediction with the future simple. If a student rolls a '2', they make a prediction with the future perfect, etc.

The other students in the group judge whether the sentence is grammatically correct.













If it is, the student stays on the square.

If a student makes a grammar mistake or cannot think of a prediction, they go back two squares.

Encourage the students to give imaginative answers and ask for reasons for the predictions if they wish.

The first student to reach the finish square wins the game.

As an alternative, you could have the students miss a turn instead of going back to their previous square. Listening and speaking activity, group work

exams	language	cities		transport	age	dating
television		<b>Super skip! Move ahead</b>	computers	weather		music
<b>Go back 2 spaces</b>						holidays
exercise		animals	space	clothes		money
the Internet		mobile phones		diseases		health
shopping		renewable energy		people		fashion
pets		<b>Finish!</b>		books		education
virtual reality	<ul style="list-style-type: none"> <li> = future simple (will/won't)</li> <li> = future perfect (will/won't + have + past participle)</li> <li> = might/might not</li> <li> = future continuous (will/won't + be + verb+ing)</li> <li> = will probably/probably won't</li> <li> = future time expression, e.g. next year.</li> </ul>			<b>Oh no! Go back</b>		food
passports /visas				cosmetic surgery		jobs/work
marriage	<b>Miss a turn</b>	homes	war	sleep		<b>Start</b> 