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