

Activity Type

Speaking activity, group work

Language Focus

Second conditional

Aim

To define things using the second conditional for other students to guess.

Preparation

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

Level

Intermediate

Time

30 minutes

Introduction

In this engaging guessing game, students define things by making second conditional sentences about what life would be like without the items.

Procedure

Demonstrate the activity by defining something that isn't on the worksheet.

Example: money

If we didn't have this, people would have to pay for everything with credit cards. If this didn't exist, most people would be a lot happier. Without this, we wouldn't be able to have savings.

Give up to three definitions and see if the students can guess what is being defined.

Next, write the following second conditional structures for defining on the board:

If we didn't have this/these... ... people/we would have to...

If this/these didn't exist... ...nobody/most people would...

Without this/these.... ...people/we wouldn't be able to...

Practice the structures with the class.

Next, divide the students into groups of three or four.

Give each group a set of cards. Ask them to shuffle the cards and place them face down on the desk.

Explain that the students are going to take it in turns to pick up a card and make second conditional sentences about what life would be like without the item on the card.

The student who is defining uses the structures on the board and gives up to three definitions. The student must define the item without saying what it is.

When a group member guesses the item correctly, they win and keep the card.

If no one manages to guess correctly after three definitions, the student who is defining keeps the card. Therefore, students shouldn't make their definitions too easy to guess.

The students play until all the cards have been used.

The student with the most cards at the end of the game is the winner.

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homework

clothes

the moon

computers

oil

rhythm

paper

science

television

guns

social media

police

banks

imagination

bees

public transport

alarm clocks

pigs

fire

the Internet

war

mobile phones

social welfare

teachers

to sleep

cars

gravity