

Activity Type

Grammar and Vocabulary Game: defining, forming sentences, guessing (group work)

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

Upper-intermediate (B2)

Time

30 minutes

Introduction

In this second conditional guessing game, students define things by making 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.

Note: This resource can be edited using a PDF editor.



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