CEFR Level: A2



## Past Simple Regular Pronunciation - Room Race

## **Teachers' Notes**

### Aim of the Game

The aim of the game is for the learners to decide on the correct pronunciation of regular past simple endings and run to the corresponding wall of the classroom. The last player to reach the correct wall is out. The last player left in the game is the winner.

### **Pre Class Preparation**

Prepare the three wall posters with the different possible pronunciations of the regular '-ed' ending.

Prepare a copy of the past simple regular verbs list.

#### **Procedure**

Stick the pronunciation posters up on the walls of the classroom.

Explain to learners they are going to play a racing game, where they have to listen to some infinitives and decide which of the three pronunciation endings is the correct one. They then have to run to the corresponding wall of the classroom. The last learner to touch the correct wall is out. The game continues with a variety of verbs until only one learner is left in the game - they are the winner.

Do an example or two first to make sure everyone knows how the game works and how to differentiate between the different sounds of the endings.

Place a chair in the middle of the room that the learners have to be touching when you state the verbs, to ensure the learners are all a similar distance from the walls at the beginning of each turn.

#### **Variations**

The game can be played in teams. The team whose player is left in the game last is the winning team and so players can play tactically and block stronger students from other teams so they get left out quicker, or direct remaining players in their own team towards the right answer once they are out themselves.

If you don't want players to be out of the game, award points instead to the first three learners to arrive at the correct wall. Points are accumulated throughout the game and the player or team with the most points at the end is the winner.

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# List of regular verbs and their corresponding past simple pronunciation endings

/ Id /	/t/	/ d /
accept	ask	agree
arrest	cook	allow
collect	crash	answer
contact	dance	appear
count	dress	arrive
decide	drop	believe
defend	escape	call
demand	finish	carry
divide	fix	change
end	guess	clean
expand	help	close
expect	hope	cover
graduate	joke	cry
hate	jump	die
hunt	knock	earn
include	kiss	enjoy
invite	laugh	follow
invent	lock	kill
land	look	listen
need	miss	live
paint	mix	love
plant	pack	move
print	pass	open
provide	pick	plan
rent	press	play
repeat	push	pull
report	relax	remember
rest	smoke	rain
start	stop	save
shout	shop	share
visit	talk	stay
wait	type	study
want	walk	try
waste	wash	travel
	watch	turn
	work	use













