

Modal Verbs Connect Three Game

Teacher's Notes

Aim of the Game

Learners practise using modal verbs by combining them with other verbs in sensible and correct context sentences.

Pre Class Preparation

Make an A3-sized photocopy of the game board.

If you think your learners will understand the game more easily by reading written instructions, make a copy of **How to play the game** for each learner.

Prepare counters for each team, which require blu-tac or sellotape to stick them to the game board.

Procedure

Put the game board on the white board or a notice board where it is visible to all the learners.

Tell the learners you are going to play a game of Connect Three to revise/practise using modal verbs.

Give out the instructions and read through them together, illustrating them step-by-step on the game board and doing an example or two together.

Decide which team starts and ask them to choose a word to play for.

Remember they can only play for the lowest available word in each column at any time.

If they can combine the word with the modal verb at the top of the same column into a sensible sentence correctly, they win the square and you place one of the teams counters on top of the square.

The turn moves to the other team. The game continues in this manner, until one team manages to complete a row of three squares (horizontally, vertically or diagonally) and wins the game.

Variations

To make the game last longer, play connect four!

Once the learners are clear about how to play the game, they could play again in pairs, on the understanding they cannot repeat sentences used in previous games.

If a team wins quickly, play again but from the top of the board, always using the highest placed word in a column instead of the lowest, therefore using the unused words at the top of the board.

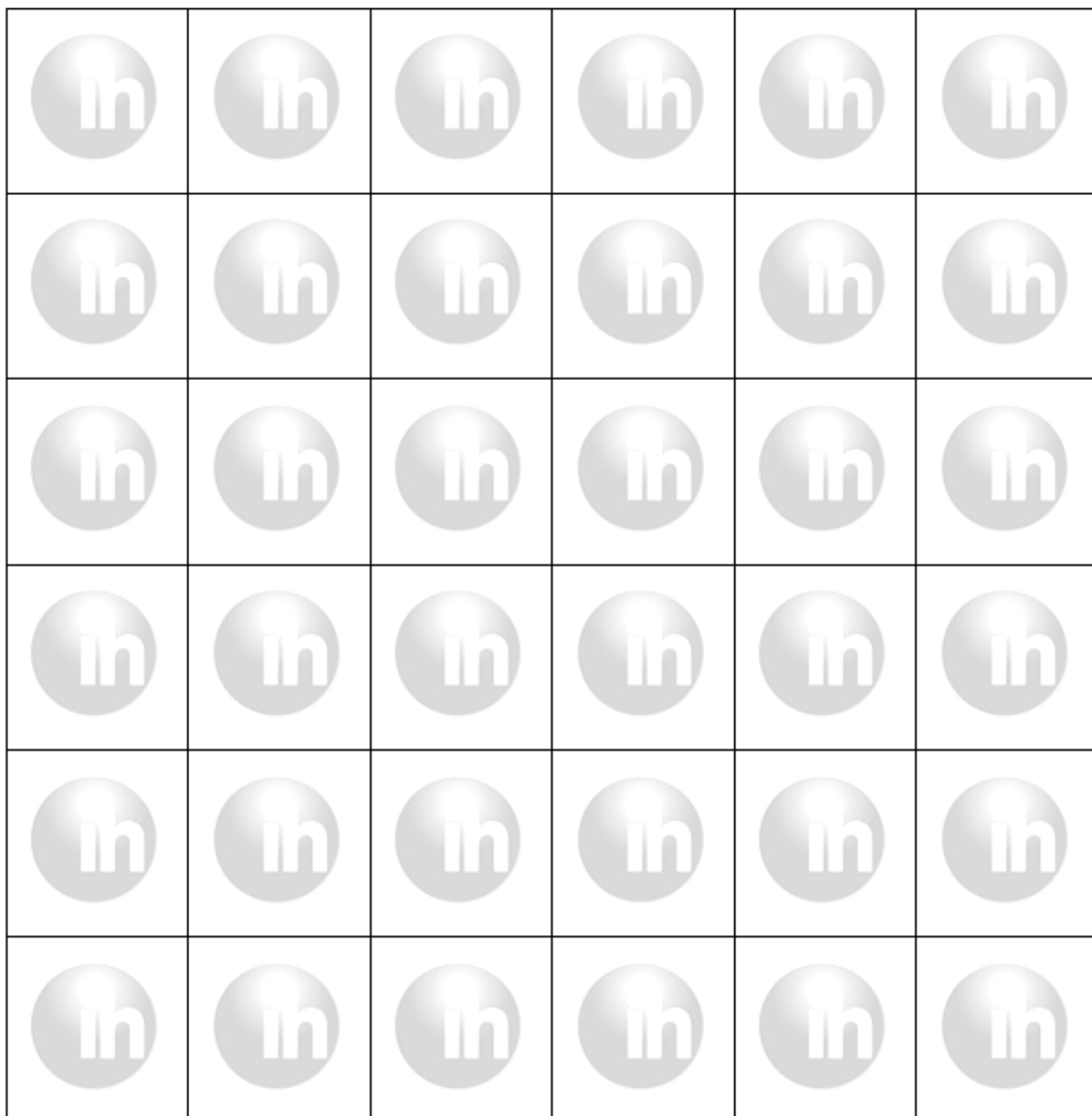


How to play:

In this version of the game, to win a square the team has to make a correct sentence combining the modal verb of that column with the verb in the square. Remember that the square you play for is always the lowest available square in that column. So, for example, if the first team to play chooses the third column, they play for the 'buy' square. (e.g. If I had more money I could buy a better laptop).

If you make a correct sentence, you win the square and can fill that square with a counter from your team. Then the other team plays. If a team makes an incorrect sentence, the square remains free to be played again and the turn moves on to the other team.

The first team to successfully build a row of three squares in any direction is the winner.



would	should	could	will	can	shall
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go	take	set off	cry	tend	visit
happen	borrow	begin	leave	shout	call
rush	laugh	lend	post	lie	be
postpone	run	get	hurry	use	give
enjoy	regret	forget	please	joke	earn
play	eat	buy	try	hope	have