

3.1 Pass the hot potato!

yet

already

for

since

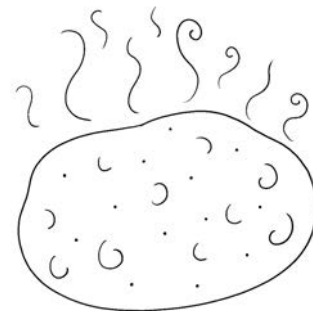
never

ever

not



?

been





3.2 Collocation relay

Game 1

START HERE 	She won...	... second prize in the 50-meter freestyle.	He went on to represent...	... his country in the following year's championships.	The ball can only...
... bounce once on your side of the net.	He can run even faster in the 200-meter...	... sprint.	They beat...	... the champions two-nothing.	We practice in the gym and at the basketball...
... court.	They won't get gold, but they might win a medal.	The stadium has a field and an athletics track.	Motivation plays an important...
... role in success.	I think the referee made...	... a poor decision. That wasn't a goal!	I first saw her skating at a...	... rink in Norway.	He was definitely the man of the match. He scored...
... two goals!	I might never achieve...	... my goal, but for me it's about trying.	Seeing my sister win that trophy made me feel...	... really proud.	They're training...
... hard, but will it be enough?	I don't know why more teenagers don't play...	... golf.	As long as you did...	... your best, that's the main thing.	The organization encourages...
... children to do more sports.	I've never done...	... yoga.	It's going to be a difficult race; I'm pushing...	... my own limits.	YOU'VE FINISHED! 

Game 2

START HERE 					
					YOU'VE FINISHED! 

3.1 Pass the hot potato!

Aim

To practice present perfect with time expressions

Language

Present perfect simple and continuous

Time expressions: *already, yet, just, for, since, never*

Time

30 minutes

Preparation

One sheet cut up for every six students. If possible, one potato for each group

Procedure

- Divide the class into groups of four to six.
- Explain the game. In groups of six, five players take a card each, place it at their feet, and stand in a circle so that others can read it. The last student sits out and is the note taker; their job is to note all sentences and keep time. This game can also be played sitting around a table with the cards on the table in front of each player.
- The player with the potato passes it to another player by saying a correct sentence containing the word of the person they want to pass the potato to. To pass the potato to the person with the question mark, they must form a question.
- The rules are as follows.
 - Sentences must be grammatically correct. Anyone, including the note taker, can challenge a sentence. The teacher adjudicates in any disagreements.
 - Sentences must be in the present perfect simple or continuous. To win, at least one sentence must be in the present perfect continuous.
 - Players must not repeat sentences, or say sentences which are similar, e.g., changing the subject from *we* to *he* isn't acceptable. Players cannot use sentences from a previous round.
 - Players have ten seconds to say their sentence (the hot potato will burn their hands), otherwise they pass the potato to the person to their left without making a sentence.

For example, Paula has "since" by her feet, Guillermo has "already," Julio has "just." Julio has the potato.

Julio: *I haven't been to Porto since January.* (used *since*, so passes the potato to Paula)

Paula: *I've just had breakfast.* (back to Julio)

Julio: *We've already been playing this game for two minutes.* (to Guillermo), etc.

- The winner is the first person to have passed the potato to everyone in the circle with correct sentences. The winner is now the note taker; cards are shuffled, and the next round begins.
- Hand out a set of cards to each group. Replace the potato cards for potatoes if possible. Tell them to start.

3.2 Collocation relay

Aim

To revise and practice vocabulary from the unit

Language

Collocations and expressions related to sport,
e.g., *win second prize*

Other expressions from Units 1 and 2

Time

45 minutes

Preparation

Two copies of the worksheet for every three or four students.
Cut one in half, then cut Game 1 (the completed cards)
into cards and shuffle them; bring scissors and a small prize
to class

Procedure

- Draw the first two domino cards on the board. Show the connection by underlining the collocation: *won... second prize*. Elicit what the first words on the third card might be: *Represent... what? (country, club, etc.)*. Explain that sentences are unrelated to each other.
- Put students in teams of three or four. Tell them they must join all the cards in a relay line. The first and last cards are marked "Start" and "Finish." The first group to finish is the winner.
- Build up tension for the start of the race. Place cards face down. Then say *Ready... set... GO!*
- Check that teams are matching cards correctly. Help slower teams by indicating errors. Check the order of relays is correct before declaring a winner.
- Let other teams complete their relays (the winners could help). Ask the winners to read out answers before awarding the prize. Correct any errors you noticed.
- Show the class the blank cards. Explain that teams are going to prepare a similar relay for another team to order. Point out that the expressions in Game 1 came from Unit 3; they are now going to find expressions from Units 1 and 2. Elicit one or two expressions from each unit to remind them what they have learned e.g.,
from Unit 1: *get scared, make someone angry, take a break, directed by*;
from Unit 2: *go for a drive, shopping center, throw food away, go straight on*.
- Hand out the blank sheets. Explain that they should separate the collocation, e.g., *throw... | ... food away*, writing the first part on one card, and the second on the next. Hand out the

second unused worksheets for them to make a copy of the answers.

- Set a time limit of fifteen minutes. Check sentences are correct, and that you can match the cards.
- When groups have finished, hand out scissors for them to cut up one relay. Slower groups can shorten their relays by skipping some cards.
- When all the groups are ready, have them swap cards with another group. Don't make this a competitive race, since some relays will be easier than others.
- Go around and notice errors and difficulties.
- When most groups have finished, let them check their answers. Give feedback about errors you noticed.