

Verb Group Game

Levels

Intermediate +

Aims

Review vocabulary productively
Practice correct use of verb groups

Class Time

1 hour

Preparation Time

30 minutes

Resources

Set of 40 verb cards for each group of four or five
Set of 40 auxiliary verb cards for whole class

This activity is an enjoyable way to practice verbs and provide practice in the grammatical accuracy of verb groups. It allows students to try using new words and to discuss whether the use is right or wrong. Some very heated discussions can result. Although the activity has a grammar focus, it contributes to vocabulary learning by encouraging creative use of newly met verbs.

Procedure

1. Prepare vocabulary cards in advance (e.g., on index cards). The requirements may be a little too complex for students to do this preparation, although, if time permits, you could try. You need (for each group of four or five students):

40 auxiliary verb cards: 10 modal verbs
10 forms of *have* (i.e., *have, had, has*)
20 forms of *be* (i.e., *is, was, are, were*)
40 verb cards using words currently being studied by the students:
10 stem forms
10 *-ing* forms (present participles)
10 *-ed* forms (past participles)

It is best if the auxiliary verb cards are all on a different color card from the verb cards to avoid confusion.

2. Give groups one set of auxiliary verb cards and one set of verb cards. The auxiliary verb cards are placed face down in the middle of the table. All the verb cards are dealt to the players—an equal number to each player.
3. The first player takes a card from the top of the auxiliary verb pile and places it face up on the table.

Caveats and Options

Contributor

- The player then looks at the cards in her hand to see if they include a verb form that can go with the auxiliary verb just turned over.
 - If she does, she places the verb card next to the auxiliary verb card so that everyone can see it.
 - The player must then say a sentence using the verb group she has created.
 - If the group agrees the sentence is correct in grammar and meaning, the player keeps the pair of cards.
 - If the sentence is considered incorrect, the player must take back her verb card, and return the auxiliary verb card to the bottom of the pile.
 - In either case, the next player then has a turn.
4. Be available to settle disputes and answer questions. The winner is the player with most pairs at the end of the game.
 1. Some students have changed the rules so that a player keeps playing until she makes a mistake. This can be boring if a player is very good and can lead to nobody else getting a turn. Adult groups seem to be quite happy to decide on their own rules, however.
 2. When preparing the cards, some care needs to be taken with the choice of which verbs are presented in the *-ed* or *-ing* form so that sentences are able to be formed that make sense and are plausible.

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