



Straightforward

Second edition

What's more game

by Jim Scrivener

1. Write the first line of a story on the board. As a whole class, students take it in turns to add one new line to the story, each time starting with one of the linking expressions such as in addition, besides, what's more, as well as, and on top of that. For example: My 95-year-old grandma owns several motorbikes. In addition, she has two BMWs. What's more, she sometimes takes part in car races with them. As well as that, she still flies a plane. (Admittedly, having so many addition expressions one after the other, doesn't make for a very natural story – but it does provide useful oral practise!)
2. When the whole class has done one or two examples together, make pairs and get students to work on more.
3. You may need to remind students that their sentences must include additional information. Many students will make the mistake of using the functional expressions to introduce elaborations or explanations of things previously started rather than new information.