



Straightforward

Second edition

Yahroo!

by Jim Scrivener

Draw six columns on the board. Ask the class to call out any words that come to mind. Write these up randomly in the 6 columns, making sure that you get a good mixture.

Encourage the class to include small words (it, to, at, the, those, where, did etc) as well as nouns and verbs and adjectives. Continue until each column has at least 10 items in it. Learners now work in groups of four or five.

A student throws the dice and, depending which number comes up, chooses one word from that column on the board, which everyone in their group then writes down. The next player then throws and selects a word, and so on. Whenever someone in the group at the end of their turn thinks they can make a good English sentence using some or all of the listed words, they shout “Yaroo!” and declare their sentence. If the rest of the group agrees it’s a good sentence they get points for the number of words used. The used words are crossed off the list and the game continues.

The winner is the player with most points when the teacher calls time. You could then collect all the sentences on the board and check them. There could be a prize for the longest or most unusual sentence...