

## Activity Type

Listening and speaking activity, group work

## Focus

Defining relative clauses

## Aim

To describe pictures of objects, people, places, and times using defining relative clauses.

## Preparation

Make one copy of the cards for each group of three or four and cut as indicated. The worksheet contains four columns of pictures: objects, people, places and times.

Also, on four pieces of paper draw an object, person, place and time.

## Level

Pre-intermediate (A2)

## Time

25 minutes

## Introduction

In this fun defining relative clauses game, students describe pictures of objects, people, places and times using defining relative clauses.

## Procedure

Write the following on the board:

It's a thing which...

It's a person who...

It's a place where...

It's a time when...

Demonstrate the activity by picking up one of your drawings, looking at it, putting it down and folding your arms. Then, describe the drawing using defining relative clauses.

When a student guesses the word, give them the drawing. Continue like this until all four drawings have been guessed.

Ask the students why you had your arms folded. Elicit that your arms were folded to stop you from miming or using gestures.

Now, divide the class into groups of three or four.

Give each group a set of picture cards and tell them to shuffle the cards and place them face down in a pile on the desk.

Students take it in turns to pick up the top card, look at the picture, place the card face down and fold their arms. The student then describes the object, person, place or time to the other students using defining relative clauses.

When describing pictures, students must keep their arms folded and are not allowed to say the name of the object, person, place or time or use variations of the word.

The first student to guess the word wins and keeps the card.

If no one guesses the word, the card is placed at the bottom of the pile.

The next student then picks up a card and so on.

Students continue taking turns describing the pictures on the cards until there are no cards left in the pile.

The student with the most cards at the end of the game wins.

Note: This resource can be edited using a PDF editor.

