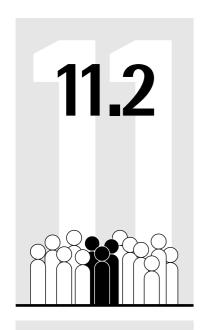
unit 11 Indicating time, movement and place



Opposite moves

Before class

Make one set of the **Sentence cards** and one set of the **Opposite cards** (p.89) for each group of three learners (six learners if the game is played in pairs).

On the back of the **Sentence cards** write the verb + preposition opposite the highlighted phrase in the sentence (key below).

Level

upper-intermediate

Class size

groups of three (or six)

Language focus

prepositions complementing verbs of movement

Pronunciation

weak forms: at /ət/ to /tə/ into /mtə/ of /əv/

Preparation time

10 minutes

Game time

25 minutes

In class

1 This game is a simple card game based on matching opposites.

2 Divide the class into groups of three (six if the game is to be played in pairs).

3 Give each group one set of both the **Sentence cards** and **Opposite cards** and ask one of the three players to deal an equal number of Opposite cards facedown to each player. Tell players to pick up their cards and conceal them from other players. When this has been done, place a set of the **Sentence cards** in the middle of each group, with the sentence on the first card showing. All the sentence cards should be in a pack sentence-side up, i.e. so the opposite phrase is hidden.

4 Ask one player in the group to write the name of each player on a piece

Nominate one player to start. He/she picks up the Sentence card and places it in the middle of the group. This player then has the first option to lay down an Opposite card from his/her hand, i.e. a card which he/she believes corresponds to the 'opposite' phrase written on the back of the **Sentence card**. The two other players can then also lay down an **Opposite card** if they wish. The Sentence card is then turned over.

The person who has put down the correct **Opposite card** is the winner of the round. He/she keeps the **Sentence card**. If no-one is correct, the sentence is simply put at the bottom of the pack.

If a player puts down a card which is incorrect, he/she has an 'X' written against his/her name on the piece of paper.

Players take back their **Opposite cards** each time.

The game continues with a different player starting each round.

5 The game ends when either all the **Sentence cards** have been used or when one player has three Xs against his or her name. The winner of the game is the player with the most Sentence cards at the end.

He left Spain on Friday. (arrived in) We **drove through** Luxembourg. (stopped in) The cat **climbed up** the tree. (got down from) The door was locked but we still **got in**. (got out) We **boarded** the plane quickly. (got off) The train **passed through** two stations. (stopped at) The rabbit **came out of** its hole. (went into) He **arrived from** Italy yesterday. (went to) She opened the car door and got out. (got in) The cars went onto the ferry smoothly. (came off) She went in just before the end. (came out)

The train **left** the station on time. (arrived at) She **got off** the bus. (got on) The train **arrived at** platform six. (left from) She got in her car and left. (got out of) They walked away from us. (came towards) He got there after we arrived. (departed) They left home yesterday. (went back) We came out of the main entrance. (went in through) Sheila went to the fridge. (moved away from)

11.2 Opposite moves

