

First Conditional Card Game

Activity Type

Matching and speaking activity, group work

Focus

First conditional

Aim

To make first conditional sentences by matching 'If' and 'result' picture cards together.

Preparation

Make one copy of the two sets of cards for each group of three and cut as indicated.

Level

Pre-intermediate (A2-B1)

Time

30 minutes

Introduction

In this first conditional activity, students play a game where they make first conditional sentences by matching pairs of picture cards together.

Procedure

Before you begin the activity, review the use of the first conditional to talk about future possibilities.

Divide the class into groups of three. Give each group a set of 'If' cards and a set of 'Result' cards.

Tell the students to shuffle the two sets of cards and then deal out the 'Result' cards and put the 'If' cards face down in a pile on the desk.

The first player turns over the top 'If' card and lays it face up on the table. The player then makes the beginning of a first conditional sentence using the picture on the card.

For example, if the picture showed a person staying up late, the student might say, "If you stay up late,..."

All the players in the group then look at their result cards and try to find an appropriate match to complete the first conditional sentence.

The player with a matching card completes the sentence, e.g. '... you will feel tired the next day'.

If everyone in the group agrees that the sentence is suitable, the player keeps both cards and puts them aside.

If two or more players can make suitable sentences, the group decides which ending is the best.

The second player then turns over the next 'If' card from the pile and so on.

The first player to get rid of all their result cards wins the game.

When the students have finished the game, they write down the first conditional sentences their group made by looking at the pairs of cards they set aside.

These sentences are read to the class. The students listening to the sentences correct any mistakes they hear and give feedback.

If cards

If



If



If



If



If



If



If



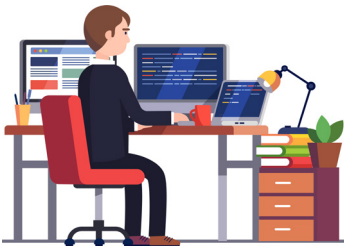
If



If



If



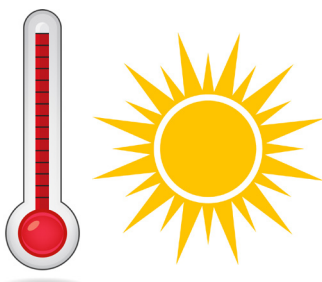
If



If



If



If



If



Result cards

