6–10 *Dominoes*

threw	angry	furious	beech	beach	cold
freezing	waist	waste	big	huge	weight
wait	good	excellent	by	buy	silly
ridiculous	week	weak	irritating	infuriating	fare
fair	interesting	fascinating	new	knew	funny
hilarious	meat	meet	hungry	starving	flour
flower	pleased	delighted	right	write	surprised
astonished	bin	been	hot	boiling	plane
plain	tired	exhausted	made	maid	tasty
delicious	sore	soar	frightening	terrifying	through

Teacher's Notes

Dominoes Worksheet Progress Check 6-10

ACTIVITY
Groupwork: speaking

AIM
To play a game of dominoes matching adjectives and their "strong" equivalents and homonyms.

GRAMMAR AND FUNCTIONS
Adjectives

VOCABULARY
Adjectives which have a similar but stronger meaning:
   angry - furious, cold - freezing
Words with the same sound but a different spelling and meaning: *beech - beach, through - threw*

PREPARATION
Make one copy of the worksheet for every four or five students in the class and cut out all the cards as indicated. You may wish to photocopy the worksheet and glue it onto cardboard.

TIME
20 to 30 minutes

PROCEDURE
1. Explain to the students that they are going to play a game of dominoes matching adjectives and their strong equivalents, for example *angry - furious*, and homonyms, for example, *through - threw*, and that the object of the game is to get rid of all their dominoes.

2. Ask the students to work in groups of four or five and give each group of students a set of dominoes. Ask them to deal out five dominoes each and to leave the rest in a pile, face down.

3. Before they start, explain how to play using the instructions below. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.

4. The students are ready to play the game. While they are playing, go around to each group and make sure that they are playing correctly.

5. When they have finished a game, they can shuffle and play another round.

HOW TO PLAY THE GAME

1. Player A puts down any one domino face up.

2. The player on Player A's left must then put down one domino, making sure that one of the words on that domino matches one of the words on Player A's. For example:
   Domino A: *threw / angry*
   Domino B: either *through* or *furious*

3. If a player cannot put down a domino, that player can take a domino from the top of the pile and put it down if possible.

4. The winner is the first player to have no more dominoes.