

Guess: defining relative clauses by Jill Hadfield

Level: Intermediate

Target age: Secondary / Adult

Time needed: 20 minutes

Grammar objective: to practise using defining relative clauses

Materials: one set of cards for every three or four students

Summary: a small-group guessing game to practise *who*, *that/which* and *where* in defining relative clauses

Before the lesson

Cut up the cards.

Procedure

- Write 'a country' on the board. Tell students that you are going to define the country without giving the name and they have to guess what it is. Give a definition that includes a defining relative clause.
For example:

This is a country where they are passionate about football.

Encourage the students to guess the country. (The answer could be Brazil or Italy.)

- If they can't guess the answer after the first definition, give them another one and, if necessary, a third. If they don't guess after the third definition, tell them you win!
- If you think your students need the reminder, write the definition you gave on the board, asking them to identify the defining relative clause and the relative pronoun. Write up all the possible relative pronouns: *who*, *which*, *that*, *where*, *when*, and *whose*. They can refer to this as they play the game.
- You may also want to get the class to guess a person (possible clue: a famous writer) and an object (possible clue: something you take on holiday), before it is their turn to play the game. Make sure you use defining relative clauses in your definitions.

- Tell the students that they are now going to play the game. Split them into groups of three to four. Give each group a set of cards. Ask them to shuffle them and place them face down in the middle of the table.

- Players take it in turns to turn up a card and think of a person, place or object as described on the card. They should then define that person place or object to the group, using a defining relative clause, without giving his / her / its name. For example:

(taking kitchen object card)

*This is something **that** you use to open bottles.*

(taking shop card)

*This is a place **where** you can buy bread.*

(taking job card)

*This is a person **who** works in a hospital.*

- The others should try to guess the person, place or object. It might go like this:

Player 1: This is a person who taught me a lot.

Player 2: Your teacher?

Player 1: No. It's someone who lives in my house.

Player 3: Your mother?

Player 1: No. It's someone who is older than my mother.

Player 4: Your grandmother?

Player 1: Yes.

Remind students that they can give up to three definitions.

- If a player guesses correctly, they may keep the card. If no one in the group guesses correctly, the player providing the definition can keep the card. The winner is the player with most cards at the end of the game.

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a person in history	a kitchen object	a place in town
a job	something you use every day	a room
a person in your family	a vehicle	a workplace
a famous person	a piece of clothing	a shop
an important person in your life	something to eat	a place that you like to go to in the evenings

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