

17-24

*Impossible?*



replaceable	il-	legal	im-	possible	dis-
approve	over-	paid	under-	age	in-
sensitive	re-	store	un-	attractive	ir-
regular	il-	literate	im-	mature	dis-
like	over-	weight	under-	cooked	in-
sincere	re-	print	un-	tidy	ir-
responsible	il-	legible	im-	patient	dis-
appear	over-	rated	under-	charge	in-
excusable	re-	load	un-	dress	ir-

# Impossible?

## Worksheet Progress Check

17-24b

### ACTIVITY

Groupwork: speaking

### AIM

To play a game of dominoes by matching prefixes to words.

### GRAMMAR AND FUNCTIONS

Using prefixes to give a word the opposite or negative meaning

### VOCABULARY

Words that take prefixes

### 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 stick it onto card.

### TIME

20 minutes

### PROCEDURE

1. Explain to the students that they are going to play a game of dominoes by matching prefixes to words, for example *il-* + *legal*. The object of the game is to get rid of all their dominoes.
2. Ask the students to work in groups of three or four. Give each group a set of dominoes.
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 check 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. Players take five dominoes each and leave the rest in a pile, face down.
2. Player A puts down any one of his or her dominoes face up.
3. The player on A's left must then put down a domino, making sure that the prefix or word on the domino matches the word or prefix on either side of Player A's domino.
4. If a player cannot put down a domino, he or she can take a domino from the top of the pile and put it down if it completes the word.
5. The winner is the first player to get rid of all his or her dominoes.