

## Linkers

by Elena Filimonova, Aislyu Ryukova & Dina Valieva

**Activity type:** Board game

**Student grouping:** Small groups of two or three students

**Time:** 10–15 minutes approx.

**Skills practiced:** Listening comprehension, phonetic and memory training, production and accuracy

**Materials needed:** One copy of the game board per group, one dice per group, one counter for each student

**Summary:** This fast-paced speaking and listening game increases student awareness of linking words, which indicate structure and help with comprehending both written and audio passages.

### Teaching notes

- The game can be played between the teacher and a student or between teams competing to finish first. You may wish to demonstrate how to play with a confident student before the class plays in groups.
- The game can be played as a fast-paced warmer, as a review at the end of a lesson or to drill particular vocabulary. You could write on the board a list of the topic/s the students should stick to when telling their story, or vocabulary that they must include.

### Preparation

Explain to students that they are going to play a board game and the aim of the game is to be the first group to reach 'finish'.

Put students into groups of two or three, and give each group a copy of the board game, along with a dice and one counter per student. The students should put all the counters on the first square, which is marked 'Start'.

### How to play the game

Explain that the first student should roll the dice and start telling a story, using the linking word given in the square that they have landed on (e.g. if they rolled a two, they move their counter two squares along from the start and use the word *first*). The next student then rolls the dice and has to continue the story using the linker on their square.

The game continues with the students trying to construct a logical story using linkers until one student reaches 'finish' and completes the story. As each group finishes, they should call out 'Linkers!' until they're all done. Then, the game could be replayed, either in the same or different groups.

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FUN WITH IELTS GAME BOARD

	1 <b>start</b> → <i>in my opinion</i>	2 <i>first</i>	3 <i>to begin with</i>	4 <i>as a rule</i> ↓
9 <i>likewise</i> ↓	8 <i>so</i>	7 <i>whereas</i>	6 <i>in general</i>	5 <i>firstly</i>
10 <i>after</i>	11 <i>above all</i>	12 <i>furthermore</i>	13 <i>conversely</i>	14 <i>in addition</i> ↓
19 <i>consequently</i> ↓	18 <i>next</i>	17 <i>instead of</i>	16 <i>meanwhile</i>	15 <i>unless</i>
20 <i>however</i>	21 <i>as revealed by</i>	22 <i>usually</i>	23 <i>accordingly</i>	24 <i>although</i> ↓
29 <i>except</i> ↓	28 <i>indeed</i>	27 <i>on the other hand</i>	26 <i>subsequently</i>	25 <i>in particular</i>
30 <i>otherwise</i>	31 <i>unlike</i>	32 <i>similarly</i>	33 <i>apart from</i>	34 <i>moreover</i> ↓
<b>finish</b>	38 <i>to sum up</i>	37 <i>finally</i>	36 <i>as well as</i>	35 <i>therefore</i>