

## Board Game: *Can* (ability)

by Jill Hadfield

**Level:** Elementary

**Target age:** Secondary / adult

**Time needed:** 15-20 minutes

**Grammar objective:** To practise *can* in statements, negatives and questions

**Materials:** Each group of four students will need one copy of the board, one copy of the cards, one dice and four counters. If you don't have dice, you can get the students to spin large coins and apply the rule: heads move forward one square, tails move forward two squares.

**Summary:** The first part of this activity is a fluency-based board game practising questions with *can*. The second part uses this fluency-based board game to provide practice in statements and negatives.

### Procedure: Part 1

1. Divide students into fours. Give each group a board and ask them to put their counters on the 'Start' square (demonstrate).
2. Explain how to play the game and demonstrate each action:
  - Player 1 throws the dice or spins the coin.
  - He/she moves the counter forward according to the number on the dice or side of the coin.
  - When he/she lands on a picture he/she must ask the group a question with *Can you ... ?* For example, if landing on the picture of a swimmer, the question would be *Can you swim?*
  - The others must answer *Yes* or *No* (*Yes, I can* or *No, I can't*).
  - Then it is the next player's turn.
  - The game ends when the first person reaches the 'Finish' square.

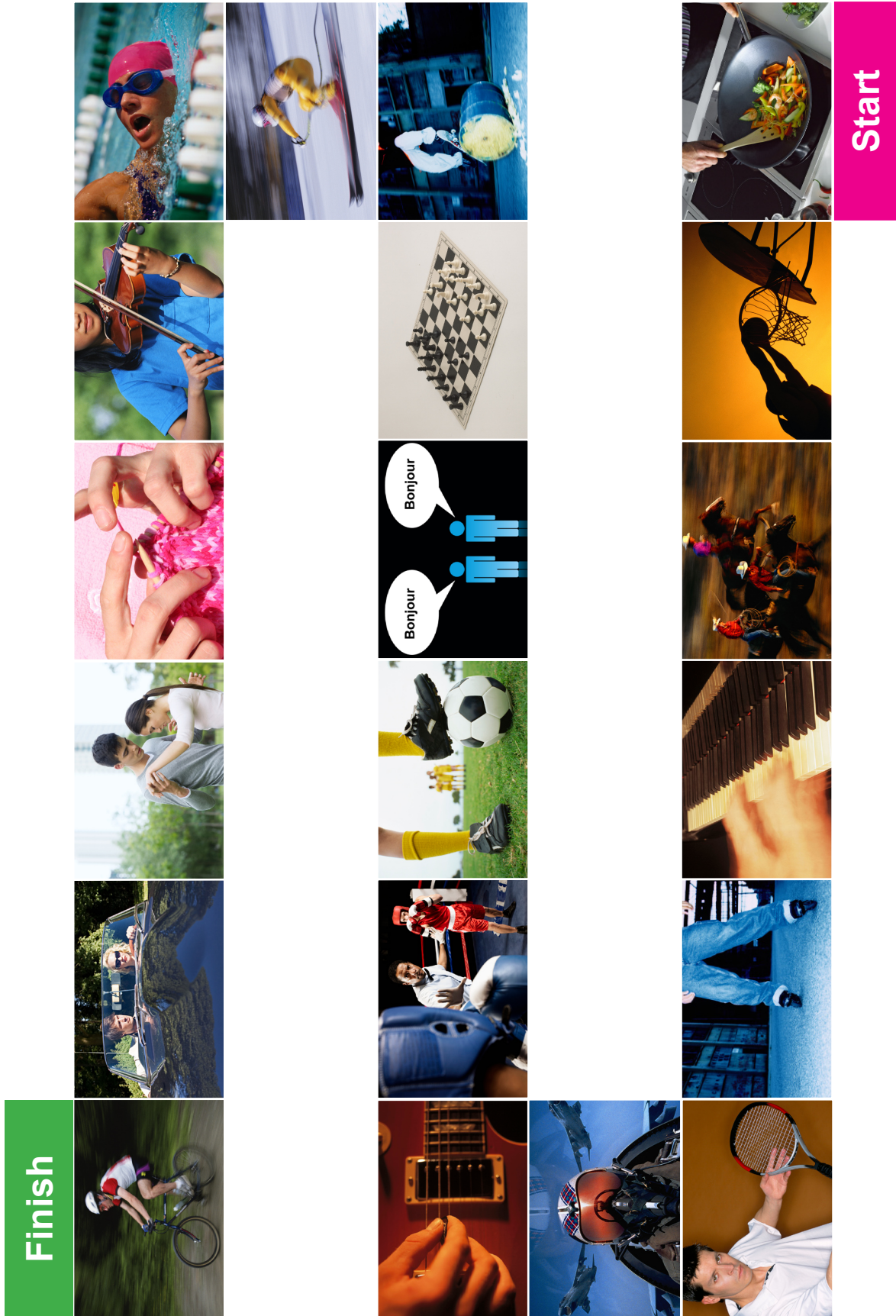
### Procedure: Part 2

3. Give the groups the ✓ and X cards and tell them to put them in a pile face down (demonstrate).
4. Tell students to replay the game. However, this time when a player lands on a square he/she must pick up a card:
  - If the card is a ✓, he/she must make a statement beginning *I can ...*
  - If it is a X card, he/she must make a statement beginning *I can't ...*
  - For example, if landing on the picture of the swimmer and picking up a ✓ card, the correct answer is *I can swim*; if landing on the picture of the swimmer and picking up a X card, the correct answer is *I can't swim*.
  - The rest of the group must decide if the statement is true or not.

#### Key to illustrations:

1. *cook Chinese food*
2. *play basketball*
3. *ride a horse*
4. *play the piano*
5. *rollerblade*
6. *play tennis*
7. *fly a plane*
8. *play the guitar*
9. *box*
10. *play football*
11. *speak French*
12. *play chess*
13. *skateboard*
14. *ski*
15. *swim*
16. *play the violin*
17. *knit*
18. *dance*
19. *drive a car*
20. *ride a bike*

Board



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FUN WITH GRAMMAR CUT-OUTS

Cards



✓	X
✓	X
✓	X
✓	X
✓	X
✓	X
✓	X
✓	X
✓	X
✓	X
✓	X