




Patterns with comparatives and superlatives

FREE SQUARE	Popular sports in my country	There's nothing better than ...	Things to do at the weekend	My best friends	FINISH
The worst thing about ...					
Types of diet					FREE SQUARE
Places to go on holiday					Joining a sports team/club
Things which are difficult to give up					Learning a new skill
... is one of the easiest ways of ...	<div style="border: 1px solid black; padding: 10px;"> <ul style="list-style-type: none"> * <i>The (comparative) ... , + the (comparative) ...</i> * <i>This is the (superlative) thing about ...</i> * <i>There's nothing (comparative) than ...</i> * <i>... is one of the (superlative) ways of ...</i> * <i>What could be more (adjective) than ...</i> * <i>... is among the (superlative) ...</i> </div>				Socialising
My favourite foods					Different activities in the gym
People I admire					Doing something for charity
FREE SQUARE					Getting fit
FREE SQUARE	Smartphone apps	Ways of relaxing	What could be more ... than ... ?	Something difficult to keep up	Improving your self-esteem



Instructions

You will need: one copy of the worksheet per group of students, a dice and counters, a stopwatch/clock which shows seconds

- Divide students into groups of three or four, depending on how big your class is. Each student places a counter on the *START* square and takes it in turn to roll the dice to see how far they move. If you don't have any dice, then students can flip a coin (*heads* = move one square, *tails* = move two squares).
- Each time a student lands on a square with a topic on, they have 30 seconds to make a statement using one of the comparative/superlative phrases in the centre about that topic. Other students listen, and decide if they agree or not. If more people agree than disagree, they stay on the square. If not, they move back to where they came from. If a student lands on one of the squares with a sentence frame on, they just need to complete the phrase in a way that's true (no time limit). If a student lands on a *FREE SQUARE*, then they don't need to do anything.
- While they are playing the game, go round and check students are forming the phrases correctly, and adjudicate where necessary. The winner in each group is the first student to reach the *FINISH* square.