

Games (Units 5–8)



Talk more!

21 Talk about how you hear or read about the news.	22 Talk about the best and worst way to break up with someone.	23 Describe your favorite magazine.	24 Go back to square 16.	25 FINISH
20 Have an extra turn.	19 What would you think if you were expecting to meet a friend at 7 p.m. and they didn't arrive?	18 TALK MORE! Talk about something important that was invented in the past. Why was it so important?	17 Describe a TV advertisement that you hate.	16 Talk about whether webcams are a good or bad idea.
11 Talk about your favorite gadget.	12 Talk about a celebrity relationship.	13 Miss a turn.	14 Talk about a famous building in your country.	15 TALK MORE! Talk about the different ways in which computers are used in modern life.
10 TALK MORE! Talk about one of the great mysteries of the world that no one can solve.	9 Report something that your Mom or Dad said to you last night.	8 What would you think if you saw some mysterious lights in the sky?	7 Describe your favorite TV advertisement.	6 Go back three squares. ➔
1 START ➔	2 Talk about an argument you had with someone.	3 Report something that a friend said to you yesterday.	4 TALK MORE! What do you think is the best age to get engaged and get married? Why?	5 Talk about the ways in which you use your computer.

Rules of Talk more!

Players play in groups of four. They need a different colored counter each, and a coin to flip.

Players place their counters on the Start square. They take it in turns to flip the coin. If the coin lands on heads, they move forward one square. If it lands on tails, they move forward two squares.

Players must talk about the subject on the square where they land. They must talk for at least 30 seconds and what they say must be grammatically correct. If they cannot do this, they miss a turn.

If players land on a Talk More! square, they can try and talk for one minute on the subject on the square.

If they succeed, they move forward five squares. If they don't succeed, they stay on the same square until their next turn.

If players land on a blue square, they follow the instructions on the square. If they have to return to an earlier square, they do not have to talk about the subject on that square, but take their turn as normal next time.

The winner is the first player to reach the Finish square.