

Pronunciation

Syllables 1 Gamesheet



Pre-Intermediate

Enter at the WAY IN sign. You can move up, down or across through the maze (not diagonally), but only on words with **one syllable**. Exit at the WAY OUT sign.

funny	shampoo	clever	crashed	bought	sign	↑ WAY IN
habit	friend	bored	played	concrete	lorry	
problem	plants	awful	improve	miner	balloon	
answer	bring	ghost	cheap	match	clothes	

Pronunciation

Syllables 1 Teachersheet



Pre-Intermediate

Syllables 1 Worksheet

Activity 1:

- Photocopy the worksheet and give one to each student/pair of students.
- Follow the instructions on the worksheet.
- Elicit feedback. (For answers see KEY below.)

Activity 2:

- Read out the words from Column 1, one at a time.
- Get the students to repeat the words after you. Repeat for Column 2.

Activity 3:

- Students read out the phrases in open class.
- This can be done round the class, one student at a time, or chorus drilled.

KEY

Col.1 bring bored bought cheap clothes crashed friend ghost match plants played sign

Col.2 answer awful balloon clever concrete funny habit improve lorry miner problem shampoo

For further syllables practice with the same words, your students can play any of the three games described below.

Syllables 1 Gamesheet

You can play THREE different games with the Syllables 1 Gamesheet.

Game 1: Maze. Photocopy the gamesheet. Give one photocopy to each student/pair of students. Tell the students that they enter the maze at the WAY IN sign and exit at the WAY OUT sign. The students must navigate their way through the maze by moving from one word to another word in a box next to it (horizontally or vertically but not diagonally) until they reach the exit.

KEY sign bought crashed played bored friend plants bring ghost cheap match clothes

Game 2: Snap! Photocopy the gamesheet and cut it up into 24 cards. Give one set of 24 cards to each pair of students. The students shuffle the cards and deal them between themselves. They have 12 cards each. One student lays a card on the table, face-up. The other student lays a card next to it, face-up. If the cards have the same number of syllables the first student to shout 'Snap!' takes the pair of cards. If the cards do not have the same number of syllables the students each lay another card. The student who has the most cards at the end of the game is the winner.

Game 3: Pelmanism. Photocopy the gamesheet and cut it up into 24 cards. Give one set of 24 cards to each pair of students. The students shuffle the cards and lay them out on the table, face-down. One student turns over any two cards. If they have the same number of syllables, the student keeps the pair. If not, s/he turns the cards face down again and play passes to the other student. The student who has the most cards at the end of the game is the winner.

Tips

- If you have access to a laminator, you can laminate the gamesheet before you cut it into cards. This way, your cards will last longer and be more easily re-used.
- Why not combine gamesheet cards? Simply use cards from two or three different Syllables Gamesheets and shuffle them together before playing Snap! or Pelmanism.