



Games and learning activities

Here are some suggestions for enjoyable games and activities aimed at stimulating language learning and verifying students' knowledge of English.

In class or at home, it is useful to begin with a preliminary activity to check the knowledge of the players and to show them all the cards.

The teacher / group leader should lay all the cards on the table, divided into the two packs (adjectives and opposites). Pick up one card at a time and read it aloud, starting with the most common adjectives.

Ask if all the players know the meaning of the adjectives they hear, then show the less common adjectives and repeat the process.

At the end, ask the players what the opposite of each adjective is.

Players can answer as a group or individually, aloud or in writing.

Depending on the level of the class or group, the teacher / leader can choose how many and which cards to use.

Memory

The teacher / group leader shuffles the packs and lays all the cards face up on the table, with the orange cards on one side and the blue cards on the other. The cards remain face down and each player takes turns to reveal one orange and one blue card, trying to match each adjective with its opposite. If the player finds a correct match, he/she can keep the two cards, otherwise he/she should turn the cards over again and let the next player (in a clockwise directions) have a turn.

The winner is the player who has collected the most cards when there are none remaining on the table.

Surprise!

The teacher / group leader shuffles and distributes the cards amongst the players. The Joker card is immediately put aside.

Each player puts aside any cards which already have a match (an adjective and its opposite), keeping the remaining cards in his hand without showing them to the other players.

The youngest player starts the game by taking a card from the player on his left. If the card is the opposite of one of his own, he puts the pair aside. Otherwise, he keeps the new card in his hand. The turn then passes to the next player, working in a clockwise direction. The winner is the player who manages to match all his/her cards to their opposites first.

The game can continue until all the cards have been matched, or until an agreed time limit has been reached.

The loser is the player who ends up with the Surprise card in his/her hand.

⑥

Who's got the opposite?

The teacher / group leader separates the two packs of cards and puts the orange pack in the middle of the table, face down. The blue cards are then distributed amongst the players. The Joker and Surprise cards are not needed for this game and should be removed.

The youngest player turns over the top card in the orange pack and reads the adjective and the illustrated example aloud. The player who has the opposite (blue) card in his hand reads it aloud and takes the orange card, making a pair which he/she puts aside.

The game continues in a clockwise direction with the next player turning over a card in the orange pack. The winner is the player who manages to match all his cards first. The game can continue until all the cards are finished or until an agreed time limit has been reached.

Describe it!

The two packs are shuffled together and placed face down as one pack in the centre of the table. The teacher / group leader demonstrates the game by taking the top card, covering the written example below the picture, and saying aloud what the picture shows.

The players then take turns to take a card from the top of the pack and try to do the same. After a player has said what his/her card shows, the teacher / group leader invites him/her to uncover the written example and see if he/she has described the picture correctly. If he/she has, the player can keep the card, otherwise the card is returned to the bottom of the pack.

Variation of 'Describe it!' (with self-correction)

In this version of **Describe it!**, the teacher / group leader doesn't tell the player to uncover the written example: instead the other players confirm or correct the description that each player has produced.

In this version, if the first player has not described the picture correctly, the card is not returned to the pack, but given to the player who has successfully corrected the description.

Telling a story

(Game suitable for students at level B1)

Before playing, the teacher / group leader selects the cards which he/she feels are appropriate for the game.

The chosen cards (at least 20-30) are then placed on the table face up so that all the pictures are visible. One player chooses a card and begins to tell a story which includes the object, animal or person depicted on the card, using the correct adjective. The next player then chooses a different card and continues the story. The winner is the player who manages to include who manages to include the most adjectives in the story.

⑦

Variation of 'Telling a story' (with self-evaluation)

A few of the selected cards are placed on the table face up so that all the pictures are visible. The players are then divided into small groups. Each group has to write a short story using the selected cards and including a description of all the people, animals and objects shown. The stories can then be read aloud and the groups vote for the best one, giving reasons for their choice (originality, interest level, appropriate use of all the adjectives, etc.).

*Naturally, these are only a few suggestions for activities that can be carried out using the game **Adjectives and opposites**. Teachers can adapt the games, or use the cards in different ways, depending on the linguistic level of the class and the learning objectives that they wish to reach. Based on experience, they can enrich and complete the games with didactic activities which stimulate students in their learning of the English language.*

CEFR levels:
Common
European
Framework
of Reference
for Languages

A1	Beginner
A2	Elementary
B1	Intermediate
B2	Upper intermediate
C1	Advanced
C2	Proficiency

Adjectives and Opposites

by Joy Olivier

© 2019 ELI s.r.l.

P.O. Box 6 – 62019 Recanati – Italy

Tel. +39 071 750 701 – Fax +39 071 977 851

www.elionline.com - www.elilanguagegames.com

English version: Sue Tremeneheere

Art Director: Letizia Pigni

Editorial Department: Gigliola Capodaglio

Illustrations: Giulia Bracesco

Production Manager: Francesco Capitano

Design and graphics: Studio Cornell

Printed in Italy by Tecnostampa Pigni Group Printing Division – Loreto -Trevi

ISBN 978-88-536-2817-6

No unauthorised photocopying. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without prior written permission of ELI.

⑧



ADJECTIVES & opposites



The aim of the game

The game **Adjectives and opposites** allows students from level **A1 to level B1 (CEFR)** to memorise and practise common English adjectives in an enjoyable and motivating way, using the cards for a series of fun games and activities which can be played in class or at home with friends.

Contents

The game is composed of 132 cards divided into two packs of different colours (orange and blue):

- 65 cards with adjectives and 65 cards with their opposites
- 1 Joker card
- 1 Surprise card



Illustrated adjectives and examples	
closed open	a closed book an open book
fat skinny	a fat dog a skinny dog
clean dirty	a clean T-shirt a dirty T-shirt
big small	a big penguin a small penguin
short long	short hair long hair
full empty	a full bucket an empty bucket
light heavy	a light box a heavy box
cold hot	a cold drink a hot drink
happy sad	a happy boy a sad boy
pretty ugly	a pretty princess an ugly witch
young old	a young man an old man
new second-hand	a new car a second-hand car
little large	a little present a large present
dry wet	a dry umbrella a wet umbrella
poor rich	a poor pirate a rich pirate
strong weak	a strong man a weak man

②

boring enjoyable	a boring programme an enjoyable programme
kind rude	a kind girl a rude girl
lazy active	a lazy boy an active boy
modern antique	modern furniture antique furniture
shy outgoing	a shy boy an outgoing boy
tidy untidy	a tidy drawer an untidy drawer
flat rough	a flat sea a rough sea
dark pale	a dark colour a pale colour
innocent guilty	an innocent child a guilty child
agitated relaxed	an agitated man a relaxed man
noisy quiet	a noisy child a quiet child
curly straight	curly hair straight hair
loose tight	loose trousers tight trousers
natural synthetic	natural material synthetic material
fresh rotten	a fresh apple a rotten apple
flowering withered	a flowering plant a withered plant
sweet savoury	a sweet pie a savoury pie

③

cheap expensive	a cheap watch an expensive watch
unripe ripe	an unripe strawberry a ripe strawberry
whole cut	a whole pizza a cut pizza
cooked raw	a cooked fish a raw fish
healthy unwell	a healthy child an unwell child
smart casual	a pair of smart shoes a pair of casual shoes
punctual unpunctual	a punctual boy an unpunctual boy
direct curved	a direct line a curved line
occupied free	an occupied toilet a free toilet
clear cloudy	a clear sky a cloudy sky
sharp blunt	a sharp pencil a blunt pencil
fast slow	a fast animal a slow animal
dim bright	a dim light a bright light
soft hard	a soft cushion a hard cushion
easy difficult	an easy sum a difficult sum
brave cowardly	a brave girl a cowardly girl
real fake	a real diamond a fake diamond

④

tall tiny	a tall ogre a tiny elf
perfect imperfect	a perfect mug an imperfect mug
inflated deflated	an inflated ball a deflated ball
smooth uneven	a smooth surface a uneven surface
obedient disobedient	an obedient dog a disobedient dog
first last	the first athlete the last athlete
right wrong	the right result the wrong result
insufficient abundant	an insufficient portion an abundant portion
thick thin	a thick slice a thin slice
identical different	two identical shapes two different shapes
calm angry	a calm man an angry man
distracted attentive	a distracted student an attentive student
dead living	a dead insect a live insect
transparent opaque	a transparent window an opaque window
safe dangerous	a safe action a dangerous action

⑤