

5B Vocabulary match up!

Aim

to review vocabulary from the unit

Activity type

a matching game in which students match words and phrases with their definitions

Classroom dynamics

pairwork

Time taken

10 minutes

Preparation

You will need one copy of the activity sheet per pair, cut up into two sets of cards (white and grey).

Procedure

- 1 Divide the class into pairs and give each pair a set of cards, spread out face down on the desk in two sets (white and grey). Tell students they are going to play a game in which they have to match each word or phrase (the grey cards) with its definition (the white cards).
- 2 Student A turns over a card from each set, reads them aloud and decides whether the word matches the definition. If they do and Student B agrees, Student A keeps the cards. If not, they are turned back over and both students try to remember their positions for subsequent turns.
- 3 Student B now turns over a card from each set, repeating step 2.
- 4 The game continues until all the cards have been correctly matched. The student with the most cards wins.

Adaptation and extension

- To extend the activity, after students have completed matching the cards, ask them to spread out the grey word/phrase cards and take it in turns to make a sentence using one of them. When a correct sentence has been made the card is turned over, and the next student chooses a word/phrase.
- Alternatively, you could ask students to work individually to write their own sentences using some of the words and phrases. They then exchange their sentences with their partner for checking.

Answer key

See the activity sheet.

FORMULA C1
ADVANCED

Vocabulary

5B Vocabulary match up!

consistently choose to buy products from one particular company	to exchange something for money or goods	to mark with spots
the way something appears on its surface	a brief view of something	when evidence/an argument remains convincing even after close examination
to not stand straight or to bend at the waist, perhaps due to age or pain	being used in the country to buy things (e.g. banknotes)	priced higher than usual
small amounts of coins which are not intended to be spent on a specific object	'zigzag' patterns – high and low, good and bad; regularly changing from one state to the other	a way to decide between two options, often used in sport

brand loyalty	cash something in	dapple
face value	glimpse	hold up
hunch over	in circulation	inflated
loose change	peaks and troughs	toss a coin

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