

ERRAND DAY

Aim: Give Ss practice using have or get something done in a board game.

Preparation: Make one copy of the worksheet for every four Ss.

Bring one die and four game markers for every group.

Comment: Use after the Grammar Focus on page 59.

- Ss work in groups of four. Give each group a worksheet, a die, and four markers.
- Write on the board:
I went to the ____ to have ____ .
I went to the ____ to get ____ .
- Model the game with one group. Ss put their markers on Start. S1 rolls the die and moves his or her marker the number of squares indicated on the die. Then S1 uses the word(s) in the square to make a sentence. For example, for the word *dentist*, S1 says aloud, “I went to the dentist to have my teeth cleaned.”
- If the sentence is correct, S1 writes his or her initials on the square and that square cannot be used again. Then S2 takes a turn.
- If Ss land on a space that is already initialed, they miss their turn.
- Point out that Ss can move their markers in any direction and that the goal of the game is to initial as many squares as possible.
- The game ends when there are initials on all the squares. The S with the most squares wins.

Acknowledgment: Idea adapted from *The Grammar Activity Book* by Bob Obee, Cambridge University Press.

ERRAND DAY

music store	barbershop	EXTRA TURN!	bank	party planner	mall	LOSE A TURN!
LOSE A TURN!			gym			nail salon
laundromat			eye doctor			hospital
auto repair shop	pharmacy	travel agency	START	veterinarian	jewelry store	EXTRA TURN!
EXTRA TURN!			dentist			police station
hair salon			car wash			dry cleaner
photography studio	LOSE A TURN!	computer repair store	bike shop	EXTRA TURN!	doctor's office	architect