

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.

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