SPEAKING BANK



I'll be surprised!



Read the rules, then play.

- Throw a coin. If it's heads move one square, if it's tails move two squares.
- 2 Complete the conditional sentence on the square you land on.
- 3 If you complete the sentence using the correct grammar, stay where you are. If you don't, go back three squares.
- 4 If you can add a reason, (see Useful phrases box) have another turn.
- 5 The first one to reach number 20 is the winner.

USEFUL PHRASES • giving reasons

I won't go out tomorrow (because my parents are very strict).

I'll have to work hard (because I want to get good marks in all exams).

I might buy a new bike (because my bike is a bit old now).

- Swap partners and play again.
- 3 Design your class version of this game. Invent new sentences. Draw the game on a board and decorate it.