

## Activity Type

Grammar and Speaking  
Game: forming sentences  
from prompts, freer  
practice (group work)

## Focus

Gerunds and infinitives

## Aim

To create sentences with  
words and phrases that  
are followed by a gerund  
or infinitive.

## Preparation

Make one copy of the set  
A and B cards for each  
group of three. Keep the  
two sets separate.

## Level

Intermediate (B1)

## Time

25 minutes

## Introduction

Here is an engaging gerunds and infinitives game in which students create sentences with words and phrases that are followed by a gerund or infinitive.

## Procedure

Divide the class into groups of three. Give each group a set of A and B cards, keeping the two sets separate.

Tell the students that the words and phrases on the cards in set A are followed by either a gerund or infinitive.

Explain that the students are going to play a game where they combine a card from set A and a card from set B to make a sentence containing a gerund or infinitive.

The students shuffle the set A cards and deal out three each, leaving the rest face down in a pile. Students do the same with the set B cards, so on the table there should be two piles of cards.

Inform the players that they should always have six cards (three from each set) in their hand.

The players take it in turns to make sentences with gerunds or infinitives by combining a set A card and a set B card from the cards in their hand.

Example: *refuse* (set A) and *walk* (set B).

*I refuse to walk to school.*

Each time a player makes a sentence, they place the two cards on the table.

If a player successfully makes a sentence, the player puts the two cards aside and replaces the cards by taking one from each pile. If not, the player takes the cards back.

When a player makes a sentence, the other students may accept or challenge the sentence.

If a player cannot make a sentence, they use their turn to change one of their cards, taking a card from one of the piles. The card they put down goes to the bottom of the pile.

The game continues until all the cards have been matched. The student with the most pairs of cards at the end of the game is the winner.

**Set A**

✂	try	remember	advise	begin
	like	don't like	refuse	avoid
	hope	encourage	opportunity	keep
	enjoy	need	have trouble	love
	unable	practice	stop	dislike
	(be) sorry	suggest	help	understand

**Set B**

✂	get	write	build	walk
	take	learn	read	change
	live	play	ignore	make
	clean	tidy up	buy	turn down
	watch	feel	wear	work
	spend	go	predict	study