

Activity Type

Listening and speaking activity, group work

Focus

Time idioms

Aim

To tell stories that use time idioms to your classmates who guess whether they are true or not.

Preparation

Make one copy of the three worksheets for each group of three.

Level

Upper-intermediate (B2)

Time

45 minutes

Introduction

In this engaging idioms game, students tell stories that use time idioms to their classmates who guess whether they are true or not.

Procedure

Divide the class into groups of three (Student A, B and C) and give each student a corresponding worksheet.

Students choose one of the topics on their worksheet and come up with a story related to the topic. The story can be true or a lie.

Once the students have chosen their topic, they circle 'True' or 'Lie'. The students then use the space provided to make notes about their story, but must not write it out in full.

Give the students a few minutes to prepare their stories.

After the preparation time, students take it in turns to briefly tell their story to their group members who guess whether it is true or not.

Students must use the idiom shown in bold in their story.

After the story has been told, group members can ask questions to help them determine if the story is true or a lie.

Each group member then guesses if the story is true or false and the correct answer is revealed.

Storytellers score one point for each student they fooled.

When everyone in the group has told their stories, students play more rounds using the other topics on their worksheet.

The student with the most points at the end of the game is the winner.

Student A**A. Choose one of the topics below and come up with a story related to the topic.**

The story can be true or a lie. Once you have chosen your topic, circle 'True' or 'Lie'. Make notes about your story in the space provided, but do not write out the full story.

B. Briefly tell the story to your group members who guess whether it is true or not.

You must use the idiom in **bold** in your story. Your group members can ask questions about your story before they guess to help them determine if the story is true or a lie. You score one point for each classmate you fool.

1. Talk about a time you had to **work around the clock**. True / Lie

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2. Talk about a time you **jumped the gun**. True / Lie

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3. Talk about a time something happened while you were **taking five**. True / Lie

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4. Talk about the preparations for an event that was **just around the corner**. True / Lie

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C. When everyone has told their stories, repeat the game with other topics.

Student B**A. Choose one of the topics below and come up with a story related to the topic.**

The story can be true or a lie. Once you have chosen your topic, circle 'True' or 'Lie'. Make notes about your story in the space provided, but do not write out the full story.

B. Briefly tell the story to your group members who guess whether it is true or not.

You must use the idiom in **bold** in your story. Your group members can ask questions about your story before they guess to help them determine if the story is true or a lie. You score one point for each classmate you fool.

1. Talk about a time you **pulled an all-nighter**. True / Lie

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2. Talk about something that happened **in a flash**. True / Lie

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3. Talk about a time you did something **in the nick of time**. True / Lie

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4. Talk about something you wrongly thought would only happen **when pigs fly**. True / Lie

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C. When everyone has told their stories, repeat the game with other topics.

Student C**A. Choose one of the topics below and come up with a story related to the topic.**

The story can be true or a lie. Once you have chosen your topic, circle 'True' or 'Lie'. Make notes about your story in the space provided, but do not write out the full story.

B. Briefly tell the story to your group members who guess whether it is true or not.

You must use the idiom in **bold** in your story. Your group members can ask questions about your story before they guess to help them determine if the story is true or a lie. You score one point for each classmate you fool.

1. Talk about a time when you **lost track of time**. True / Lie

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2. Talk about something you do **once in a blue moon**. True / Lie

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3. Talk about a time you did something **on the spur of the moment**. True / Lie

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4. Talk about something that, **in retrospect**, you should have done differently. True / Lie

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C. When everyone has told their stories, repeat the game with other topics.