


Proverbs Board Game

The board game is set on a green soccer field background. At the top and bottom are goalposts. A central path of white boxes contains the following proverbs from top to bottom:

- a gift horse in the mouth.
- is a friend indeed.
- by its cover.
- less speed
- is worth two in the bush
- is a blessing.
- Free  Free
- than never to have loved at all.
- has a silver lining
- gets the bone.
- there's always a way.
- catches the worm
- what you can do today.

Yellow boxes with black borders contain the following proverbs:

- It is better to have loved and lost...
- A disappointment...
- The early bird...
- Where there's a will...
- More haste...
- Don't look...
- Don't put off until tomorrow...
- A bird in hand ...
- Don't judge a book...
- The patient dog...
- Every cloud...
- A friend in need...

A blue arrow points downwards from the top goal, and a red arrow points upwards from the bottom goal. A soccer player is depicted in the center of the field.

Proverb Football

Skills to practice:

Give students practice in commonly used English proverbs.

Class Levels: intermediate, upper intermediate and advanced levels

Requirements: Cut out the game resources below. Cut out the balls or players and use as markers

How to play:

1. The idea is for students to combine appropriate halves of the proverbs. The cue words in orange rectangles are the beginnings of proverbs. The white rectangle in the center has the endings of the proverbs. Every time the student moves into a space, they use read the ending of the proverb and try to find the beginning from the cue words to make a complete proverb. For example ending = a gift horse in the mouth matches with don't look... and that combination gives an English proverb = Don't look a gift horse in the mouth.
2. If one team or player cannot make a correct combination, they cannot advance.
The two teams or players would toss a coin to decide who starts first, or do Rocks, Paper and Scissors. The winner starts combining a cue word and a key word to make sentences.
3. The other team or player must listen carefully to spot the mistakes. If there isn't any mistake in the sentence, the player can keep his/her space.
4. If there is a mistake the team or player gets a yellow card and move back one step. If no mistake they keep their captured space. The other team takes its turn to combine cue words and keys words to make sentences. Every successful sentence means they retain the space and prepare to advance.
5. Both teams (players) keep advancing until they meet on one space. When they meet they do ROCKS, PAPER and SCISSORS. The team that loses the ROCKS, PAPER & SCISSORS guess, gets a red card and goes back to start. The winning side continues until they meet again. Every time they meet they do rocks, paper, and scissors to see who gets a red card. The team that gets to the other team's goal, wins.
6. When players get to the centre, it is a FREE space so they can combine any proverb.
7. If you decide to continue, try different key words or swap sides after the first side wins.
8. Feel free to adapt this game for your classes as you like. Also feel free to modify or add rules.

Tips for large classes:

This game is a board game, but can also be played in a large class. Photocopy the game on an A3 or larger paper size, or project in on a projector if your class has one. Use blue tag to stick team players as they advanced.

- A proverbs lesson is not always easy to teach. So first do a matching exercise before playing the game. I have prepared the exercise for you. Check out the proverbs matching exercise.

Proverbs match

Name: _____

Match the first half of the proverb to its ending.

- _____ Don't look a gift horse _____ 1) gets the bone.
- _____ A friend in need _____ 2) less speed.
- _____ Don't put off until tomorrow _____ 3) is worth two in the bush.
- _____ The early bird _____ 4) has a silver lining.
- _____ Where there is a will _____ 5) catches the worm.
- _____ The patient dog _____ 6) is a friend indeed.
- _____ Every cloud _____ 7) there is always a way.
- _____ It is better to have loved and _____ 8) what you can do today.
lost
- _____ A disappointment _____ 9) by its cover.
- _____ A bird in hand _____ 10) in the mouth.
- _____ More haste _____ 11) than never to have loved at all.
- _____ Don't judge a book _____ 12) is a blessing.



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Answers for teachers

Proverbs match Answer Key:

- 10 - Don't look a gift horse
- 6 - A friend in need
- 8 - Don't put off until tomorrow
- 5 - The early bird
- 7 - Where there is a will
- 1 - The patient dog
- 4 - Every cloud
- 11 - It is better to have loved and lost
- 12 - A disappointment
- 3 - A bird in hand
- 2 - More haste
- 9 - Don't judge a book

Football Game equipment

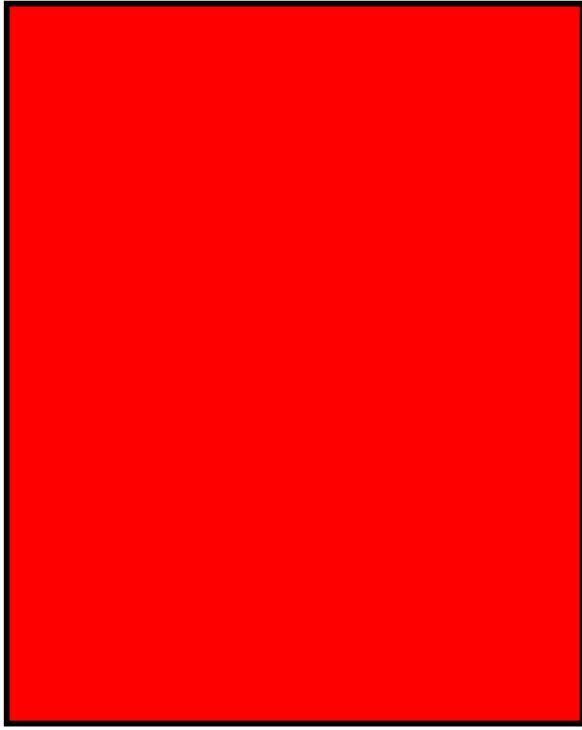
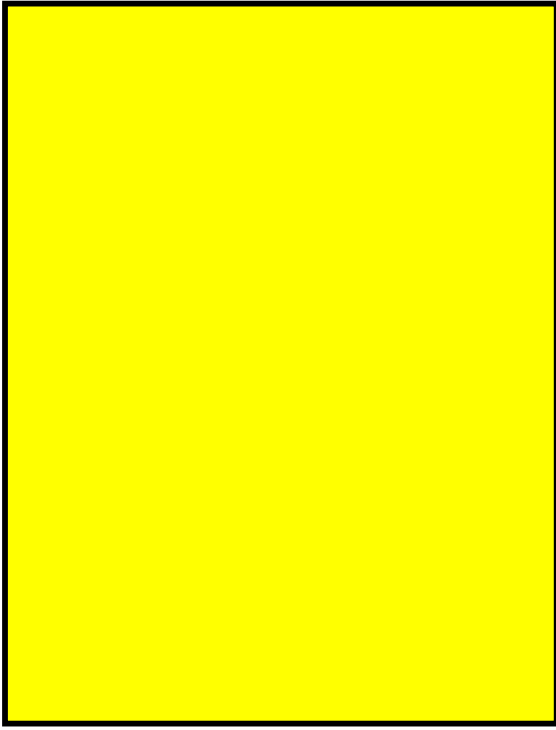


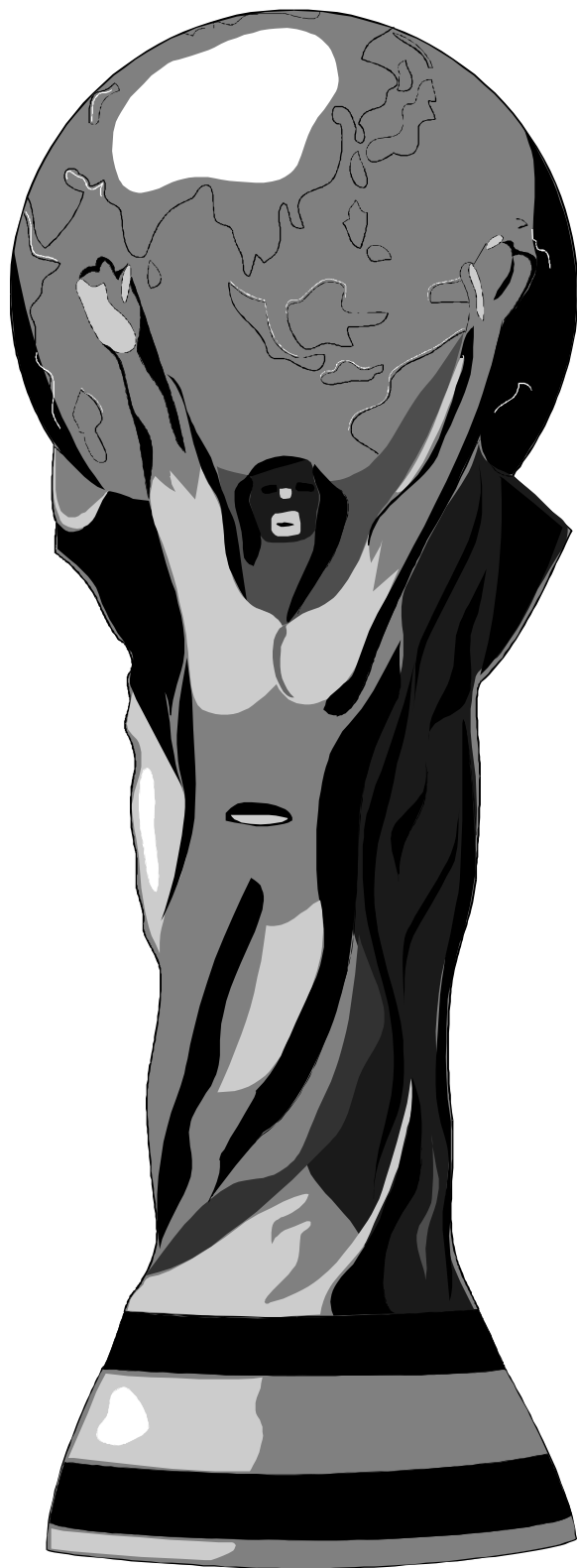
Player A



Player B

Cards





Trophy

Football game set up for large classes can look like this.

