

Activity Type

Speaking Game:
brainstorming, forming
sentences (group work)

Focus

Can and *could*

Aim

To brainstorm possible
uses for everyday objects
with *can* and *could*.

Preparation

Prepare a list of everyday
objects, e.g. a hammer,
a mirror, a paper bag, an
empty bottle, etc.

Level

Intermediate (B1)

Time

15 minutes

Introduction

In this creative brainstorming game, students brainstorm possible uses for everyday objects with *can* and *could*.

Procedure

Divide the students into teams of three or four.

Tell the students that they are going to play a game where they brainstorm possible uses for everyday objects.

Explain that each time a team calls out an inventive or believable use for an object, they score a point for their team.

If need be, write some language on the board to help the students with their answers.

Examples:

You *can/could*... with it.
You *can/could* use it as/to...

Make sure that when students call out their answers, they make a sentence.

Write one of the objects from your list on the board, e.g. a hammer.

Ask the students for possible uses for the object.

Each time a team calls out a suitable answer, award them one point.

Example:

Teacher: What are some possible uses for a hammer?

Team 2: You can hit nails with it.

Teacher: Yes, one point. What else can you do with a hammer?

Team 4: You could measure things with it.

Teacher: Very good. One point. Anything else?

Team 1: You can use it as a weapon.

Teacher: Yes, you can. One point. What else?

Team 3: You could scratch your back with it.

When ideas for an object begin to run out, move on to the next item.

The team with the most points at the end of the game wins.