

Games and teaching activities

The teacher or group leader can divide players into as many small, equally numbered groups as possible (maximum 4/5 players per group), or can organise for the game to be played individually. Each player or team receives their initial treasure trove containing several reward tokens. The teacher or group leader divides the cards by category into 5 separate packs. At the beginning of the game, each player takes a card from each pack and shows their cards to the other players. Players must form a complete sentence or invent a story within a set time limit. If a player picks a 'joker card', he/she can take another card from the pack of the same category. Players can change the card of one category on each turn, by taking another card and putting the replaced card on the bottom of the pile. But if a player decides to take another card from the same category, they must pay a token.

The first player or team who thinks they have a complete sentence or story to tell, says, 'I have/We have a story!' If the sentence/story uses all of the words and gets a good rating from the opponents, the player/team earns a token. The other players then tell their stories.

The story can be evaluated according to various criteria: the originality of text and style, grammatical correctness, the difficulty of the language structures used, the logical organisation, the use of all cards/words. At the end of the game or once the time limit has expired, the player/team with the most treasure tokens is the winner.

Alternative game ideas

- Whoever takes the "joker card" can trade this joker, taking a card from the same category from an opponent, who can in turn use their joker.
- If the language level of the players allows, you can use:
 - the verb dice to build a more complex sentence/story and form verbs according to the result shown on the dice;
 - the narrative genre dice to invent a sentence/story of a chosen genre (dramatic, romantic/comedy, action, mystery/thriller, fantasy/science fiction, comedy), based on the result shown on the dice.
- You can double the number of cards dealt to each player or, in the case of students with an elementary language level, you can allow players to change a card on each turn of the game.
- You can give players/teams the opportunity to write the sentence/story and then read it aloud.

*Of course, these are just a few suggestions with activity ideas to use with **The Story Maker** game. They are intended as a starting point and you can adapt the game according to the language level of the class and your teaching aims. Based on your experience, you can enrich and develop the game with different activities, to help and stimulate students as they learn the English language.*

The Story Maker | V54827

CEFR: Common European Framework of Reference for Languages

A1	Beginner
A2	Elementary
B1	Intermediate
B2	Upper intermediate
C1	Advanced
C2	Proficiency

The Story Maker

by Chiara Colucci

© 2021 ELI s.r.l.
PO Box 6 - 62019 Recanati - Italy
Tel. +39 071 750701 - Fax +39 071 977851
www.elionline.com

English version: Lisa Suett
Art Director: Letizia Pigni
Editorial department: Gigliola Capodaglio
Illustrations: Matteo Gaggia
Production manager: Francesco Capitano
Design and graphics: Gianni Caputo

Printed in Italy by Tecnostampa Pigni Group
Printing Division - Loreto-Trevi
ISBN: 978-88-536-2997-5

No unauthorised photocopying. All rights reserved.
No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without prior written permission of ELI.



Aims of the game

The card game **The Story Maker** is aimed at **A2/B1 (CEFR)** language level students who therefore already have a basic knowledge of the English language.

The game allows students to increase their vocabulary (**people, animals, places, objects**), grammar knowledge, use of **verbs** (conjugate different verb tenses) and encourages the development of sentence structure.

It is a perfect teaching tool for helping to construct sentences and is an excellent stimulus for creating stories: characters, places, objects and actions have been chosen to ensure various possibilities of combinations between them.

In addition, it provides a good opportunity to learn how to correctly use and insert articles and prepositions, within the individual elements of sentences.

This game also stimulates the ability to evaluate and helps to widen the lexical area of language related to assessment and testing, thanks to the feedback that opposing players provide amongst themselves: Excellent - Very good - Good - Average - Pass - Fair - Not bad - Try again - You can do better - I'm sorry, it's unsatisfactory.

Contents

The game contains:

- **132 cards** divided into five packs of different coloured cards. Each pack of cards corresponds to a category of words (people, animals, places, objects, verbs), and each category also includes two joker help cards. Each card has an image with a caption.

The cards are divided into categories:

- 20 cards with common nouns for people (purple cards) + 2 joker cards
- 20 cards with common nouns for animals (green cards) + 2 joker cards
- 20 cards with common nouns for places (orange cards) + 2 joker cards
- 20 cards with nouns for objects of everyday use (red cards) + 2 joker cards
- 42 cards with high-frequency verbs (blue cards) + 2 joker cards

- **1 dice** to indicate the narrative genre: dramatic, romantic/comedy, action, mystery/thriller, fantasy/science fiction, comedy.

- **1 dice** to indicate the verb tenses:
 - 2 faces for the present tense (present simple / present continuous)
 - 2 faces for the past tense (past simple/continuous / past perfect)
 - 2 faces for the future (will / going to)

- **60 reward tokens**
- **1 instruction booklet with instructions and ideas**

PEOPLE

actress
lawyer
waitress
singer
chef
doctor
electrician
delivery man
gardener
plumber
teacher
thief
mechanic
shop assistant
hairdresser
police officer
student
taxi driver
vet
firefighter
2 joker cards

ANIMALS

dog
horse
elephant
butterfly
cat
giraffe
cricket
owl
lion
cow
bear
parrot
bat
spider
frog
monkey
scorpion
snake
tortoise
mouse
2 joker cards

PLACES

airport
library
house
cinema
desert
cave
hotel
island
sea
mountain
shop
hospital
gym
park
swimming pool
restaurant
school
station
road
theatre
2 joker cards

OBJECTS

car
cup
bag
hat
key
knife
rope
scissors
cage
jewellery
book
sunglasses
wig
pen
saucepan
shoe
box
money
mirror
telephone
2 joker cards

VERBS

love
open
listen
wait
dance
drink
fall
walk
sing
look for
ask
close
hit
buy
run
cook
draw
sleep
shout
drive
read

eat
hide
pay
speak
lose
cry
bring
act
laugh
break
steal
jump
greet
escape
write
dream
study
cut
phone
get dressed
travel
2 joker cards

