1 Review

1 **START**	**2** What kind of clothes do you enjoy wearing?	**3** What annoying habits do people in your family have?	**4** **GO FORWARD 3 SPACES** ☺	**5** What job do you hope to do in the future?	**6** What's your opinion on CCTV cameras?
12 How would you begin and end an informal letter?	**11** What are you up to next weekend?	**10** Have you ever tried counting sheep to get to sleep?	**9** Which famous person do you most look like?	**8** **GO BACK TO THE START** ☹	**7** Name 3 adjectives beginning with *ir-* and 3 with *dis-*.
13 **GO FORWARD TO NUMBER 18** ☺	**14** Describe the last item of clothing you tried on in a shop.	**15** What jobs would it be hard to do if you were colour-blind?	**16** Does everyone in the class look happy right now?	**17** What are some arguments for and against school uniforms?	**18** When was the last time you dropped someone a line?
24 In the oral exam, what phrases can you use to create time to think?	**23** Which celebrity would you most like to meet?	**22** What's the first thing you do when you get up in the morning?	**21** For what reasons might someone pretend to be ill?	**20** **GO BACK 5 SPACES** ☹	**19** Name 3 adjectives beginning with *im-* and 3 with *un-*.
25 **TAKE ANOTHER TURN** ☺	**26** Give 5 adjectives to describe clothes.	**27** Do you feel that your parents are too strict with you?	**28** What time does your next class start?	**29** Do you think you could stop eating chocolate forever?	**30** **MISS A TURN** ☹
36 **FINISH** ☺	**35** Name 2 things which smell nice and 2 which smell horrible.	**34** How do you remember feeling on your first day at school?	**33** When would you start a word with a capital letter?	**32** Describe what your teacher is wearing today.	**31** For what reasons might someone do something illegal?

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1 Review

Aims To review and practise the vocabulary and grammar from Unit 1

Time 15 minutes

Materials 1 copy of the game for each group of four students; you will also need dice and counters

- Divide students into groups of four and give them a copy of the board game, a dice and sufficient counters, which should all be put on START. The first student rolls the dice, moves their counter and answers the question. If they can't answer or answer incorrectly, they miss a turn. Tell the students that with *yes* / *no* questions, they must extend their answer beyond a simple *yes* or *no*. The winner is the first student to the FINISH square, or the person on the highest number when you stop the game.

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