SOUND RACE!

TEAM B START ➡

TEAM A START ⬅

any card

any card

10 SECONDS EACH TURN!

IF YOU CAN'T GO, PICK UP ANY CARD!

ANY MISTAKES – END OF TURN!

OVERTAKE THE OTHER TEAM TO WIN!!!

START WITH 12 CARDS FOR EACH TEAM!

MONOPHTHONGS

put down monophthong cards here

place remaining cards face down here

DIPHTHONGS

put down diphthong cards here

ɑ:
aʊ
any diphthong
ʊ
əe
any long vowel
æ
i:
any diphthong
eɪ
any short vowel
ɜ:
any monophthong
ɒ
any monophthong
eɪ
e
any monophthong
any diphthong
uː
ɔɪ
any short vowel
ɪ
ʌ
any monophthong
əʊ
ɔ:
any long vowel
əe
any card
aɪ
any monophthong

SOUND RACE

A game to play with Pronunciation Learning Cards   **by Jason Anderson © 2005**

How to Play:

1. For each game, you'll need one board, one dice, 2 counters and a minimum of 33 Pronunciation Learning Cards (including jokers), which means a maximum of 3 games per pack is possible.

2. Create the teams. On each board, you should have 2 teams of 2-3 students (thus min. 4, max 6 per board). A maximum of 18 students can play with one pack of cards.

3. Show the students the board, eliciting and clarifying 'monophthong' (e.g. ʌ, uː), 'diphthong' (e.g. ɪə), short and long sounds (monophthongs with ':' are long sound, all the others are short). You could also check the students can remember all the vowel sounds and even come up with example words.

3. Demonstrate the game, using one board and two teams. First shuffle and deal out the cards - 12 per team - they can distribute the cards among themselves. Put the remaining cards on the board, in the allotted space, face down. Teams put their counters on start - team A and B start on opposite sides of the board. Explain that the objective is to overtake the other team to win. Highest dice roll goes first. This team rolls again & moves forward the allotted distance.

4. Wherever they land, they have 10 seconds to place a card with the appropriate sound on the board face up. If they land on a specific sound (e.g. ɪə) they have to put down a card with the sound (e.g. here) on the right pile (in this case, diphthong). If they land on an 'any ___' space, they can play any card with the right sound type. (e.g. 'any long sound', they could play 'bird', 'please', etc.) If they can play and do so successfully within the time limit, they can roll again. Upon rolling, they get another 10 seconds to play a card. They continue until they cannot play or they make a mistake, when they must pick up a card, from any of the 3 piles, either the face-down, the monophthong or diphthong piles. The only card they cannot pick up from the 2 face-up piles is a joker.

5. The play passes over to the other team, who do the same. The game continues in this fashion until one team overtakes the other. Some games take a long time, others are fast. If they finish quickly, they can play again. If you want to really motivate them, offer a prize for the teams that win the most games. If no team has overtaken the other by the end of the allotted time, the team closest to the other is the winner. You can play for as long as you want, but 20-40 minutes is usually about right. If you've got 3 games, going, swap the middle card piles around every 10 minutes to ensure they see a range of words. When there are no cards left in the middle, collect the face up cards (monos. and dips.) shuffle them and place them in the middle, face down.

MISTAKES AND TIME LIMITS

If any team makes a mistake, by putting down the wrong sound or by putting a card down in the wrong place (e.g. monophthong on diphthong pile), their turn ends. If they run out of time, their turn ends. This keeps it fast paced and gets them to concentrate, work hard, predict the sounds and collaborate. Make sure each team times the other team when it's their turn, and watches for mistakes. If necessary, step in and adjudicate, but let them watch each other as much as possible - peer-correction is part of the game.

JOKERS

Jokers can represent any card. Teams should keep them for when they really need them. Jokers cannot be picked up!

START SQUARES

If a team lands on a start square, they just roll again.