

Beat the Clock

Objective

To identify the principal parts of irregular verbs

Players

Any odd number, from seven to thirteen

You will need

4 colored and 20 white index cards for each pair of students; pencil for each student; timer (a clock or watch will do); score sheet as shown

Score Sheet

Team	1	2	3	4	5	6
Round 1						
Round 2						
Round 3						
Round 4						
Round 5						

Before playing

- Players choose one person to be judge and timer.
- Divide remaining players into pairs. Each pair writes the terms *present*, *present participle*, *past*, and *past participle* on the four colored cards, one term on each card. These are the “header cards.”
- Then each pair chooses five irregular verbs from the lists in their English book on pages 125–126. (Pairs should compare verbs to make sure they have chosen different verbs.) Partners write each form of each verb on a different card. For example, the cards for *forget* would say *forget*, *forgetting*, *forgot*, and *forgotten*. These are the “word cards.”
- Partners shuffle their word cards and exchange them with the cards held by another pair of players.

How to play

1. Players set out their header cards in one horizontal row.
2. The judge sets the timer for two minutes and says *Go*. Each pair starts categorizing the cards in their deck. For example, a player would place the word *see* below the *present* card and the word *saw* below the *past* card.
3. Each pair must place all the cards under the correct headers within two minutes.
4. The judge checks the cards to make sure they are all categorized correctly.
5. Pairs trade decks of cards and the game continues.

Scoring

Pairs that correctly categorize all their cards during a two-minute round earn twenty points. The first pair to reach one hundred points wins the game.