

# Unit 1 Sketch and guess

## Vocabulary: Feelings and emotions

scared out	of my wits	apoplectic	with rage
down in	the dumps	chuffed	to bits
head over heels	in love	wholly	engrossed in
completely	repulsed	completely	dumbfounded
literally	glued to		

## Idioms: Personality

a nasty piece	of work	a chip	on their shoulder
a people	person	come out	of their shell
a wet	blanket	full of	themselves
a party	pooper	a creature	of habit
a high	flyer	go-	getter

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**Activity**

In pairs or small groups: speaking

**Aim**

To revise feelings and emotions vocabulary and personality idioms

**Vocabulary**

Feelings and emotions

**Idioms**

Personality

**Preparation**

Make one copy of the worksheet for each team and cut up the cards. Print an additional worksheet and cut up the cards with the pairs intact.

**Time**

20 minutes

## Teaching notes

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**Procedure**

- › Photocopy and cut up Vocabulary cards and Idioms cards.
- › Put students into pairs or small groups, depending on the size of your class: the activity works best with just two teams. Tell them that they are going to play a game to revise vocabulary for feelings and emotions and personality idioms.
- › Give each pair or group a complete set of the cards mixed up and ask them to work together in their teams to match the beginnings and endings. Point out that the idioms have tinted backgrounds.
- › After checking to make sure that the halves have been matched correctly, make sure that your students understand the meanings of the vocabulary and idioms. This can be done as a whole class.
- › Once the revision is over, place one set of cards with the pairs intact at the front of the class.
- › Tell each team to select their first sketcher. Explain that one of the items will be selected at random, and the sketchers will draw it simultaneously on the board. As they draw, both teams will try to guess what it is.
- › The team that guesses the item correctly gets to keep the card – but only if they can use the item in a sentence that clearly demonstrates they understand its meaning. You will determine if the item has been used correctly. Your students are welcome to defend their sentences, but your decision will be final. Set aside cards that are not awarded to any team.
- › Choose new sketchers for each turn and repeat the process until all the cards have been used, or until you decide that the activity should end.
- › At the end of the game, the team with the most cards wins.