

Pronunciation Word Stress

Teachersheet For Games 1-10

You can play THREE different games with each Gamesheet.

Game 1: Maze. Photocopy the gamesheet. Give one photocopy to each student/pair of students. Tell the students that they enter the maze at the WAY IN sign and exit at the WAY OUT sign. The students must navigate their way through the maze by moving from one word to another word in a box next to it (horizontally or vertically but not diagonally) until they reach the exit.

Maze KEYS for Gamesheets 1-10:

- 1: lovely jumper empty bathroom crowded lawyer pavement stomach wedding
argue towels scissors
- 2: couple females autumn Egypt rarely useful climate habit witness crazy final mirror
- 3: painful changing injured studied careful wedding later useful climate plumber
famous weather
- 4: begin create revised described respect succeed confess decide achieve designed
consult report
- 5: official develop assistant relaxing designer volcano successful mechanic arriving
creative prescription suggestion
- 6: invited delicious illegal untidy attractive terrific tobacco ambitious opinion edition
intention tomatoes
- 7: questioning desperate recipe manager shopkeeper poisonous uniforms medical
studying fortunate totally possibly
- 8: detective polluted decided unhappy exactly adventure illegal already
- 9: intelligent especially relationship advantages industrial receptionist invisible identify
incredible celebrity renewable environment
- 10: impractical development especially infinitive available experience community publicity
apostrophe environment responsible apparently

Game 2: Snap! Photocopy the gamesheet and cut it up into 24 cards. Give one set of 24 cards to each pair of students. The students shuffle the cards and deal them between themselves. They have 12 cards each. One student lays a card on the table, face-up. The other student lays a card next to it, face-up. If the cards have the same stress pattern the first student to shout 'Snap!' takes the pair of cards. If the cards do not have the same stress pattern the students each lay another card. The student who has the most cards at the end of the game is the winner.

Game 3: Pelmanism. Photocopy the gamesheet and cut it up into 24 cards. Give one set of 24 cards to each pair of students. The students shuffle the cards and lay them out on the table, face-down. One student turns over any two cards. If they have the same stress pattern, the student keeps the pair. If not, s/he turns the cards face down again and play passes to the other student. The student who has the most cards at the end of the game is the winner.

Tips

- If you have access to a laminator, you can laminate the gamesheet before you cut it into cards. This way, your cards will last longer and be more easily re-used.
- Why not combine gamesheet cards? Simply use cards from two or three different Word Stress Gamesheets and shuffle them together before playing Snap! or Pelmanism.