

Verb Pattern Dominoes

About The Game

There are 48 dominoes in the set, each with two sentence halves. The game is designed to provide students with an opportunity to practice and reinforce their knowledge of common verb patterns.

In lower level class, the teacher might allow students access to the following as a guideline. It suggests some possible verb combinations and structures:

To + V1 / ___ing

start, love, hate, try, like, would love, would hate, would like

V1

can, can't, have to, used to, should, make (someone)

To + V1

want, need, plan, promise, hope

___ing

look forward to, finish, enjoy, think of

It should be noted, however, that dominoes placed in these combinations will not always result in a correct sentence.

Example:

go + _____ing can produce 'I go swimming on Fridays', which is grammatically correct, but the same pattern can also make 'I go writing a diary.'

Additionally, higher level students might generate some interesting debate in a case where a sentence is grammatically correct but very unusual. In such an instance, the player wishing to place a questionable sentence must justify it by giving a context.

Example:

Player 1 makes the sentence 'They hate to see the pyramids'.

Player 2 complains that this is not a very likely sentence (despite the grammar being accurate).

Player 1 explains: An Egyptian family is reminded of their father, a tour guide who died several years ago, whenever they drive past the pyramids. Remembering their father's tragic death causes them a lot of unhappiness, so 'They hate to see the pyramids'.

Rules Of Play

Mix the dominoes well, and deal them out. In a two player game, each player has seven dominoes. If there are more than two players, deal five dominoes to each player. The remaining dominoes are placed face down in a stack.

The player on the left of the dealer goes first, and places one of their dominoes face up on the table.

The next player adds a domino to one of the two ends, making a sentence. The completed sentence must be grammatically correct. Play continues with each player adding to either end of the domino chain.

If a player cannot make a grammatically correct sentence, they must 'knock'. They knock the table, take a new domino from the stack and play passes to the next player.

The winner is the first player to have no dominoes left.



An Alternative Game

You can also use the Dominoes to play a 'speed test' game for one player.

The player starts with all 48 dominoes well-mixed and placed face down on the table. The player has two minutes to make as many correct sentences as possible.

When the timer starts, the player turns over the top four dominoes and looks for any two that can be matched to make a sentence. The sentence is placed aside and another two dominoes are drawn. Play continues like this, so there always four cards in play.

When the two minutes run out, or the player can't make any more sentences, unmatched cards are put aside. The completed sentences are then checked and counted (with the maximum score possible being 24 accurate sentences).

