

# Collocations - Make and Do Around the World

## Aim of the Game

The aim of the game is for learners to make their way to the same destination by deciding whether phrases collocate with "make" or "do".

## Pre Class Preparation

Prepare a copy of the handout for each student or pair of students.

It's a good idea to make an A3 copy of the ih world to use on the white board to demonstrate the activity and feedback quickly and clearly.

Prepare a copy of the prompts to take to class.

#### Procedure

Explain to learners they are going to practise using collocations with make and do by going on a journey.

Demonstrate the activity using an A3 copy on the whiteboard.

You read out a phrase and the learners have to decide whether it collocates with make or do. If they choose make they take the path to the left (from start) and if they choose do they take the path to the right. As you read out phrases, write a number next to them on the prompt sheet to help you remember the order in which you called them out during feedback.

Repeat the process four times, until learners have arrived at an affiliate of ih. At this point ask learners where they are. If they have answered the four prompts correctly, they will have arrived at the same place as you. If they are at a different affiliate, they have answered one of the prompts incorrectly. Check back on incorrect answers with the whole class by eliciting the phrases from the class and retracing the steps of the journey on the white board.

Repeat the journey with other prompts.

#### Variations

Once the learners understand how to play the game, they can play in pairs and small groups, testing their partners. If they end up in different places (disagreeing with each others' answers in the process) they can ask you for clarification of the disputed answers.



# Make and Do Prompts

Make	Do
your bed a cake	your homework well
plans	some exercise
a mistake	some yoga
a decision	the washing
a choice	the washing up
a noise	your best
friends	the housework
a phone call	it right
lunch	
a list	
a salad	



