Pronunciation Focus: Counting syllables
Target Level: Upper primary
Game Type: A dice and racing game for 2 players
Approximate time: 15 minutes

Rules
1. Play this game in pairs. To win the game, you must reach the “home” square faster than your partner does.
2. To begin the game, you cut one plane out and place it on in the “start” square.
3. Throw the dice. Move the plane 1 square forward if the dice shows 1 or 2. Move 2 squares forward if the dice shows 3 or 4, and 3 squares forward if the dice shows 5 or 6.
4. When the plane moves on to a new square, you must read the word in it and tell your partner the number of syllables in that word. Stay at the original square if you fail to do so.
5. To win the game, you must have your plane reach the “home” square and stop exactly there. For example, if your next square is “home” but your dice shows 5(3 steps), then your plane goes 1 square forward and then 2 steps backward.
6. If your plane meets your partner’s plane in the same square, the latecomer can kick the other plane 5 steps backward.

Preparation
Make a copy of the track and provide a dice for each pair of students in the class.

Presentation
1. Write the words “go”, “cat”, “white” and “book” on the board. Ask students to read them. Tell them these words contain 1 vowel sound so they are one-syllable words.
2. Write the words “happy”, “pencil”, “colour” and “rainy” on the board. Ask students to read them. Elicit that they contain 2 vowel sounds and are two-syllable words.
3. Write the words “remember”, “bicycle”, “camera” and “anyone” on the board. Ask students to read them. Elicit that they contain 3 vowel sounds and are three-syllable words.
4. Copy some words from the textbook on the board at random. Ask students to say how many syllables each word contains.

Conducting the game
1. Divide the class into pairs and give each pair a track copy and a dice.
2. Explain the rules on it.
3. When all groups have finished, quickly read out every word in the track and ask students to tell you how many syllables each word has.

Key
One syllable - pen, turn, give, from, shirt, nose, mouse, bright, friend, brown, grass
Two syllables - teacher, birthday, hungry, singing, under, kitten, because, window, butter, headache
Three syllables - bicycle, beautiful, tomorrow, volleyball, anything, afternoon, camera, computer

Other Versions
1. Each student can be given 2 planes. They both start in the “start” square and 1 of them can move in each turn. 2 planes of the same player can stay together in the same square, but if they’re caught by a plane of the other player, both planes will be kicked 5 steps backward.
2. To make the game more challenging, when the plane moves on to a new square, besides reading the word and telling its number of syllables, the student also suggests another word with the same number of syllables. The word must not be included in the track and cannot be repeated later.
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