

## Game 8: Name 3...

Name 3... provides students with an opportunity to be creative and stretch their vocabulary as they express their ideas about each topic. The teacher might want to remind students about the relative clause construction that can be used in the response: "Three places (that I'd like to go) are..."

### Instructions

1. Have students (the players) sit in groups of 3–4.
2. Determine who goes first and progress clockwise or counter-clockwise.
3. Each player rolls the dice in turn.
4. On their turns, the players move their game pieces along the path according to the number of spaces indicated by the dice.
5. When players land on a space, they say three things according to the topic.
6. No player is allowed to repeat something that has already been said.
7. The game continues until one or all players reach the 'Finish' space.

### "Player Talk" in Name 3...

#### Cue

...places you'd like to go someday. Why?

...talents or skills you'd like to have (but don't). Why?

#### "Player Talk"

Three places I'd like to visit are the ocean, New York, and Antarctica because I've never been to these places. **(Simple response)**

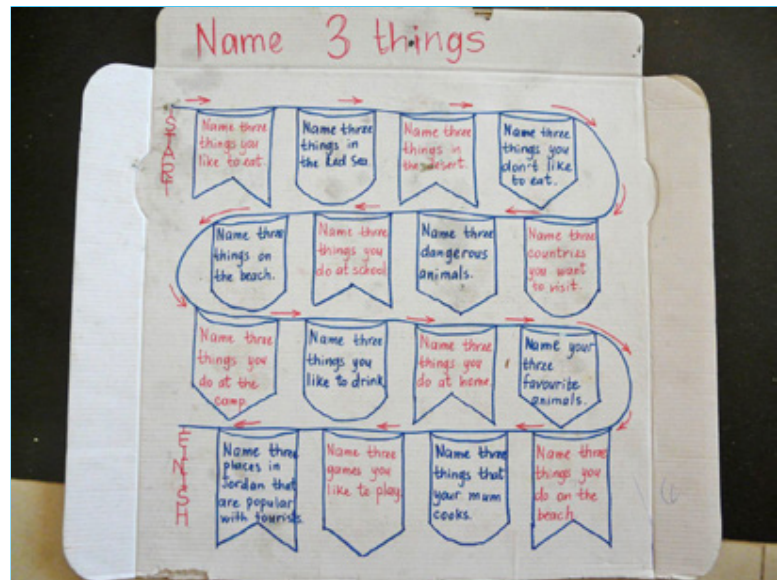
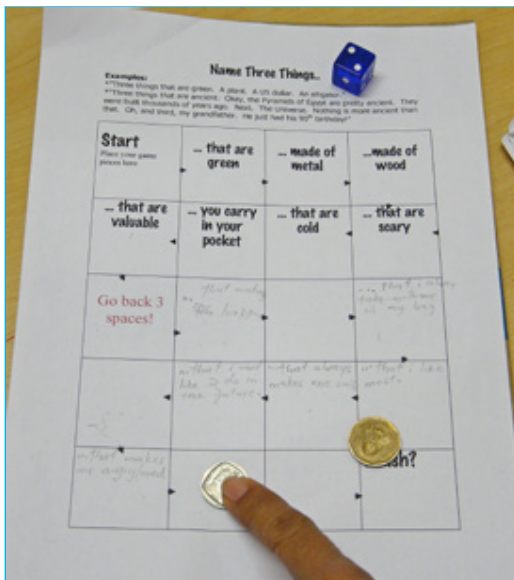
The first thing that I'd like to be able to do is play a musical instrument because I love music. The second skill that I'd like to have is to be able to fly. Then I could travel anywhere for free! The third thing I'd like to do is speak every language in the world so I could talk to anyone. **(Complex response)**

## Game Squares

### START: WE'RE OFF!

1. ... places you'd like to go someday. Why?
2. ... good pieces of advice for a son or daughter just before they get married.
3. ... talents or skills you'd like to have (but don't). Why?
4. ... of the best things about your country.
5. ... of the worst things about your country at the moment.
6. ... languages you would like to speak. Why?
7. ... things you've learned in the past week.
8. ... things you have never done.
9. ... OH NO! GO BACK TO START.
10. ... important events in your life. Why?
11. ... things you've bought in the last week.
12. ... OH NO! GO BACK TO START.
13. ... foods you never get tired of.
14. ... jobs it would be interesting to have. Why?
15. ... things you like to do on weekends.

**FINISH: NOW NAME ANY 3 THINGS YOUR FELLOW PLAYERS HAVE SAID.**



## Variations for Name 3...

Variation	Directions	"Player Talk"
Name 5	Have students name five things instead of three. If this is the second time students have played the game, they should not repeat things that were said in the previous game. Other players should listen and not accept repeated responses.	<i>Five foods I never get tired of are bananas, pizza, salad, rice, and soup.</i>
Brainstorm!	One player is the timer using a watch or clock. As soon as a player lands on a space, s/he has 30 seconds to name as many things that fit the category as possible. Another player writes them down. The group keeps score for each player. At the end of the game, the player with the most responses is the winner.	Places you'd like to go someday... Italy Brazil The mountains The desert Hawaii An aquarium Outer space The Pyramids An island

