

Gerund and Infinitive - Dice Game

Designed by Mohamed Lahbib KATHI

 Start	1. I quit <u>smoke</u>	2. Move ahead 5 spaces	3. I promised <u>do</u> it	4. She avoids <u>do</u> laundry	5. Siham was sad <u>see</u> you leave
	11. Move ahead 3 spaces	10. Lose a turn	9. She made me <u>feel</u> sorry	8. Take an extra turn	7. I decided <u>buy</u> a car
12. Do you enjoy <u>swim</u> ?	How to play  <ul style="list-style-type: none"> Decide who goes first by having everyone roll one die. Whoever has the highest number goes first. The arrows show the path the players must follow. When the student(s) land(s) on a particular space they must produce orally the answer before they give the other student(s) a chance to start. The players goal is to move ahead as fast as possible to the finish space. 				
13. What do you know about <u>ski</u> ?	14. I'm lucky <u>have</u> you as a friend	15. Go back three spaces	16. She's good at <u>dance</u>	17. Change places with another player	18. They go <u>fish</u> every Sunday
24. You must <u>revise</u> your lessons	23. Move ahead 4 spaces	22. She doesn't mind <u>lend</u> me money	21. She can't stand <u>watch</u> the film	20. You should <u>drive</u> slowly	19. Go back one space
25. I enjoy <u>write</u> postcards	26. Lose a turn	27. She is old enough <u>drive</u>	28. Go back 4 spaces	29. She's afraid of <u>go</u> by plane	Finish

