

Classroom instructions imperative mix and match

Instructions for teachers

*There are three versions of this activity. The first one is given on one page to save paper and photocopying. The second is on cards to make it more flexible and to make matching up a more physical activity. However, the mix or match activity is usually best if done as a whole book, with each page cut into flaps which are turned separately to make good and bad matches. This makes it similar to the many mix and match books in which the reader makes people, monsters, etc with odd matches of head, body and legs, or something like the classic book *Do You Like Ketchup on Your Cornflakes?**

There are also a few possible activities, but the best is usually to get one student to make a wrong, funny or crazy match and then for one or more other students to make it more correct/ sensible while keeping as many parts the same as they can. All the options have at least one sensible match and at least one silly match. Especially if students just add or take away "Don't" each time, you could insist that they do that and then try to make a sensible sentence of the same kind as the original sentence, e.g. change "Write on the ball" to "Don't write on the ball" and then to "Write on the board".

To make a book, you need to staple the pages together on one side, perhaps after adding a cover, and then cut along the dotted lines. You could also add suitable pictures to some or all flaps, but doing it without pictures means that students will have to concentrate more on the meaning of the words.

After reading, students could draw suitable pictures on their own copy of the book. Another option is for each student to draw one picture of their favourite silly combination, instead of drawing pictures for every page. They could also draw or act out the good and/ or silly combinations as you go along.

They could also make their own versions of this mix and match activity, perhaps keeping the same starters but changing the other columns/ cards/ flaps.

Single page version

Make combinations of words from the different columns below, see if your partner accepts them, and if not see if they can make the combinations better.

-	cut draw on kick knock on listen to look at move open pick up push slap touch turn turn off turn over wash write on	your bag the ball the board the button your chair the door the flashcard your hands the page the paper the picture your smartphone the snake's cage the sun your teacher the computer the window
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Cards version

Make combinations of words from the different kinds of cards below, see if your partner accepts them, and if not see if they can make the combinations better.

don't

<i>cut</i>	your bag
<i>draw on</i>	the ball
<i>kick</i>	the board
<i>knock on</i>	the button
<i>listen to</i>	your chair
<i>look at</i>	the door
<i>move</i>	the flashcard
<i>open</i>	your hands

<i>pick up</i>	the page
<i>push</i>	the paper
<i>slap</i>	the picture
<i>touch</i>	your smartphone
<i>turn</i>	the snake's cage
<i>turn off</i>	the sun
<i>turn over</i>	your teacher
<i>wash</i>	the computer
<i>write on</i>	the window

-

cut

your bag

don't

draw on

the ball

-

kick

the board

don't

knock on

the button

-

listen to

your chair

don't

look at

the door

-

move

the flashcard

don't

open

your hands

-

pick up

the page

don't

push

the paper

-



slap



the picture

don't

touch

your smartphone

-

turn

the snake's cage

don't

turn off

the sun

-



turn over



your teacher

don't

wash

the teacher's computer

-

write on

the window