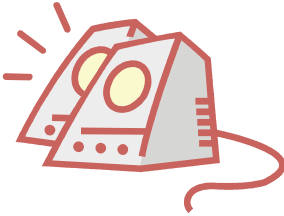




Expansion Activities
Understanding and Using English Grammar, 3rd Edition
Chapter 10: Modals, Part II

Activity: Name That Sound!



Materials needed: Recordings of a variety of hard-to-guess sounds. Many websites offer free sound clips. This includes some commercial sites that have a small free selection.

This is one of the biggest of the “all free” sites:

<http://www.freeaudioclips.com/list.php?subcatid=42&subcat=Sound+FX&cat=10>

Some of the best at this site: panting dog, bowling, galloping horse, cereal pouring into a bowl, cork, hyenas, whale, dental drill, dice, “old-fashioned” movie projector, judge’s mallet, at a gym, avalanche, biting into an apple, writing on a chalkboard, fishing reel, coins dropping, air draining from a balloon You get the idea! You want to be sure you use sounds of real activities and not computer cartoon-ish noises that don’t have a real world reference.

Another good page: <http://www.allfreesoundeffects.com/noflash.htm>. The free ones are those that are underlined so they show as links. Some nice ones here are: screen door slam, small waterfall, thunder, meat sizzle, basketball backboard, spray paint, slap, inside a jet, a donkey, and a dolphin.

You can download a variety of these small sound files to a CD or your hard drive. Or, you can just bookmark the specific files you want to play live for the class. If you have a sound-recording program like the free program, Audacity, you can record your own simple sounds right at your computer -- things like tearing paper, slamming a book shut, opening a can of soda, pulling masking tape from the roll, etc.

Description:

Students listen to the sounds and try to guess what they are, using modals of certainty in varying degrees. Format this like a game show with teams. Divide your class into a maximum of four teams. (You don’t want students to get bored waiting for their turn.)

Game rules: Just like *Jeopardy*, this game requires contestants to use a special format to give their answers -- this game requires that contestants use modals of certainty.

When it is each team’s turn, the team listens to the sound and then states, “For 100 points,” or “For 50 points.”

If the team is *quite sure of the sound*, they may respond with “It must be” If the team is correct, they earn 100 points. However, if they are not correct, they are down -100 points.



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If the team is *not very sure of the sound*, they may respond using *may*, *might*, or *could*. If they are correct, they earn 50 points. If they are not correct, they are down -50 points. In either case, the next team gets a shot at either the same sound or the next sound.

Encourage the students to consult with their team members before calling out an answer, but to consult in lowered voices so the other teams don't get help.

Keep score on the board under the headings Team 1, Team 2, etc. Don't worry about doing the math as you go along. Just write + 100, +50, -50, etc., and add it up at the end.