

Chalk and cheese



Level

The idea

This activity is aimed at improving the learners' collocational competence in productive modules

IELTS focus

Topic: mixed

LR: mixed adjectives, collocation and connotation.

What to prepare

Cut out sets of cards per pair or small group

IELTS hack

We say *heavy rain* and *strong wind*. But we never say *heavy wind* or *strong rain*. These expressions are called collocations. If you want a higher score for your vocabulary, learn the natural language chunks. For example, what can be *inevitable*? *Inevitable resignation, success and defeat*? What about inevitable friendship? Take one adjective and try to find three nouns that go with it. Learn and use them in your answers!

How to play

Method 1

1. Write *chalk and cheese* on the board and elicit the meaning of the idiom (it is used to refer to two very different things).
2. Tell your students they will be given noun-adjective cards, and most of those words, if combined into phrases will probably make no sense and match like "chalk and cheese". However, in each round they should try and find at least one adjective-noun collocation / phrase that makes sense and can be used in a sentence.
3. Divide the class into small groups of 4–5 players.
4. Hand out one set of cards (noun cards and adjective cards) per group.
5. The cards from one set (Set A) should be distributed between players so that each player has 5–6 cards. The remaining cards from that set should be kept in the middle of the table. The cards from another set (Set B) should be kept in a pile next to them.
6. The first person to begin the game should draw one card from Set B and place it in the middle of the table.
7. The students should then look at their cards and choose one card that could be matched with the card in the middle and place it in the middle of the table. It could be a new collocation, phrase, etc.
8. Finally, the whole group chooses the best collocation / combination and the student who placed the winning card gets to keep the collocation and new cards are drawn.

Method 2 Pelmanism

1. Students only play with adjective cards.
2. Tell students to lay the cards in even columns and rows, like in the game of Pelmanism.
3. Students should take it in turns turning two cards over and trying to get two positive or two negative adjectives.
4. Bonus points: After finding a good match, students can try and come up with a noun that collocates with both adjectives. If such noun is found, the player is awarded a bonus point.

Follow-up

1. Your students can compete again or just do a group activity where they try to connect as many words as possible on the cards into one coherent sentence.
2. Give your students a topic. With cards facing down students should speak about the topic by drawing one card every time they start a new sentence and by including one word from the card in (almost) every sentence they say. They can take it in turns and the winner is the person who manages to use as many cards as possible without a breakdown in fluency or coherence.
3. Using the prefixes and suffixes from **20. Hot affix balloon** your students can practice word formation and affixation of this lesson's language.

Adjectives

decisive	obese	common	unexpected
supplementary	harmless	famous	filthy
voluntary	vast	manageable	starving
active	vital	easy	ambitious
certain	intellectual	flexible	obvious
initial	academic	amusing	repetitive
virtual	isolated	cosmopolitan	foreign
unstable	objective	advanced	affordable
accurate	false	informative	safe
thrilling	fascinating	rebellious	pleasant
rare	unnoticed	meaningful	recycled



Adjectives (Advanced)

vigorous	accessible	emerging	vivid
prevalent	restricting / restrictive	high-profile	subtle
compelling	inevitable	negligible	committed
adverse	consistent	viable	rightful
acute	prospective	unprecedented	concomitant
fatal	estimated	hailed	lingering
consistent	sustainable	dominant	pivotal
devoted	insurmountable	sterile	blatant
punitive	undergraduate	lingering	ubiquitous
conventional	suburban	beneficial	possessive
unethical	pointless	succulent	faded



Nouns

sibling	career	crops	payment
interaction	fault	cure	beauty
diet	interest	flexibility	hero
minerals	emissions	interaction	explanation
pollution	coincidence	semester	comparison
damage	complaint	message	advice
gadget	patient	materials	resident
condition	nutrient	society	comfort
demonstration	argument	repetition	appearance
reality	description	friendship	hobby
creation	necessity	belief	individual

**Nouns (Advanced)**

longevity	entrepreneur	rage	consumption
placebo	extrapolation	disarray	incident
trigger	milestone	utility	remedy
justification	guidelines	database	motivation
toxicity	awareness	evaluation	guardian
hurdles	capacity	tone	penalty
infrastructure	catalyst	artefact	copy
predecessor	failure	interpretation	garment
hint	sense	dispenser	purchase
network	graduate	sewage	gossip
overview	cure	metropolis	venue

