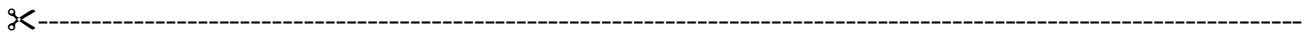


1	der Zug	1	nimmt
2	das Auto	2	fährt
3	er	3	ist
4	sie	4	nimmt
5	der Bus	5	fährt
6	das Mädchen	6	kann



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Teacher Notes

Player A rolls the dice to generate 1) a place and 2) a verb. They then choose a word from the oval to finish their sentence. Each word from the oval can only be used once. Players keep a tally of their correctly formed sentences. Once a word is used it can be crossed out. As the number of possible words decreases, players may have to 'knock' if there is no appropriate word to finish their sentence. In this case, play passes to their partner. E.g. Player A throws 1) *der Zug* and 2) *fährt* but there are only nouns remaining. No correct sentence can be formed and play passes to the Player B. The player who is able to make the most sentences within the time or until all the words run out is the winner.

You could use up to 11 places by using 2 dice together – in that case, just no number one and add extra rows to the first column.

The sheets could be laminated so that players could cross out the words but then wipe clean the sheets and re-use.