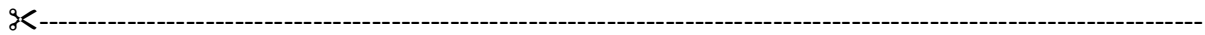
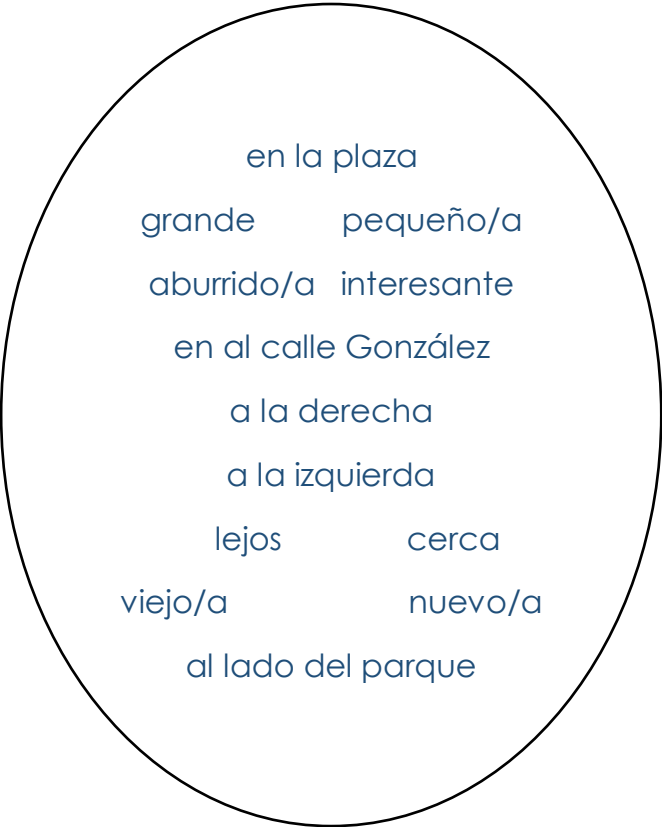
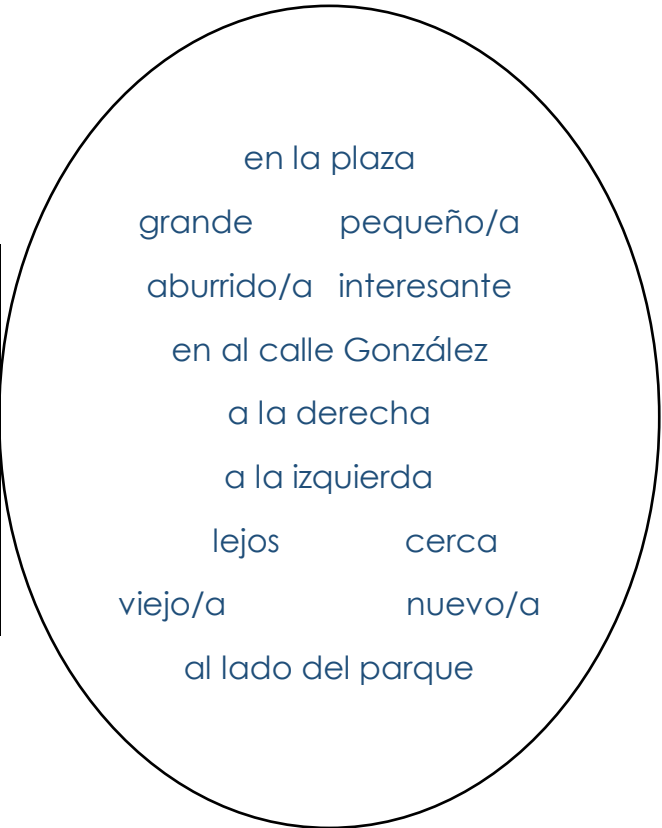


| | | | |
|---|-----------------------|---|------|
| 1 | la iglesia | 1 | es |
| 2 | el museo | 2 | está |
| 3 | la plaza | 3 | es |
| 4 | el teatro | 4 | está |
| 5 | el parque | 5 | es |
| 6 | la oficina de correos | 6 | está |



| | | | |
|---|-----------------------|---|------|
| 1 | la iglesia | 1 | es |
| 2 | el museo | 2 | está |
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| 4 | el teatro | 4 | está |
| 5 | el parque | 5 | es |
| 6 | la oficina de correos | 6 | está |



Teacher Notes

- Player A rolls the dice to generate 1) a place and 2) a verb.
- S/he then chooses a word from the oval to finish the 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) *el museo* and 2) *está* but there are only adjectives 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.