

Link maze

C

- Point:** linking between vowel sounds
Minimum level: intermediate
Game type: a path-finding puzzle for students working individually (or in pairs)
Approximate time: 20 minutes

Preparation

Make a copy of the maze for each member of the class.

Presentation

1 Write the following phrases on the board:

Try again! Two apples Four oranges

Demonstrate the pronunciation of these three phrases, making sure that the words are linked together. Point out that the *y* in *try*, the *w* in *two* and the *r* in *four* are pronounced, whereas they are not when those words are pronounced separately. (Note that the *r* in *four* is pronounced in some accents.)

2 Explain that this is because the second word begins with a vowel, not because of the written *y*, *w* or *r*.

3 Write the following phrases on the board to show how these three sounds can intrude between words even where they are not written:

Three apples Blue eyes Area office

(Note that some people regard the intrusive *r* as in *area office* as bad pronunciation.)

Conducting the game

1 Give each student a maze. (The game could also be played in pairs.) Explain that the object of the game is to find the correct way out of the maze; the exit is from one of the outside squares of the maze.

2 Each square contains a phrase with a linking sound indicated \curvearrowright .

3 Players move from square to square according to the following rule:

If the linking sound is /y/, turn left.

If the linking sound is /w/, go straight on.

If the linking sound is /r/, turn right.

It is very important to note that these directions are relative to the side that you enter the square from! So, for example, if you are heading 'east' and turn right, then you will be heading 'south'.

4 When students have finished, check the answers together.

Key

The correct route is as follows:

Hello everybody! - Draw a line - We saw a film - I agree - Where are you? -

Blue eyes - Go to England - Law and order - A few apples - Four and a half -

Give me a ring - Answer a question - True or false? - Tea or coffee? - We aren't ready -

Go ahead! - Score a goal (exit Q)

Making your own versions

You could make your own version using phrases from your course. Simply write the phrases in the squares, then go through the maze yourself to see where players should come out if they move correctly.

Link maze C1

A maze of paths connecting words to their corresponding phrases. The paths are labeled with letters A through O. The words are: A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T.

Words and their corresponding phrases:

- A: Two or three
- B: Three and a half
- C: Draw a line
- D: We saw a film
- E: A queue of people
- F: /y/ turn left
- G: Where are you?
- H: Blue eyes
- I: Go to England
- J: Law and order
- K: A few apples
- L: Four and a half
- M: Give me a ring
- N: She arrived
- O: Day and night
- P: Score a goal
- Q: Answer a question
- R: Go ahead
- S: We aren't ready
- T: Tea or coffee?

Phrases and their corresponding words:

- Two or three
- Three and a half
- Draw a line
- We saw a film
- A queue of people
- /y/ turn left
- Where are you?
- Blue eyes
- Go to England
- Law and order
- A few apples
- Four and a half
- Give me a ring
- She arrived
- Day and night
- Score a goal
- Answer a question
- Go ahead
- We aren't ready
- Tea or coffee?

Start point: **Start** (with an arrow pointing up)

Navigation instructions for the maze paths:

- Path F: /y/ turn left
- Path H: /w/ go straight on
- Path J: /r/ turn right