

# 40 Dream sequences

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## Type of activity

pairwork/small group  
information gap

## Function practised

combining narrative and description

## Exponent

past tenses

sequence connectives: *after, then, as soon as, when*, etc.

## Lexical areas

landscapes, appearance of people and objects

## Problem vocabulary

*locked, wings, waves, chased, fountain, cellar, rainbow, galloping, wolf, burden, shadow, snake, ladder, owl, bat*

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## How to use the game

Copy one set of cards for each person in the class.

Divide the students into pairs and give each student a set of cards.

They should place a book or file between them, so that neither can see what the other is doing.

Ask them to look at the pictures, which represent images from a dream.

They should choose a number of images which appeal to them and arrange them in order to form a dream sequence.

When they have finished, they should tell the dream to their partner, who should select the images described and arrange them in order.

**The object of the game is for each student to select the images described by his/her partner and arrange them in the order narrated.**

The game may be played another way, if preferred:

Divide the class into groups of three or four and copy one set of cards for each group.

The cards should be dealt out equally to all members of the group.

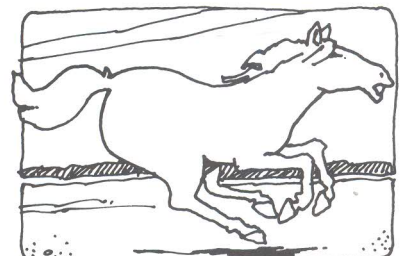
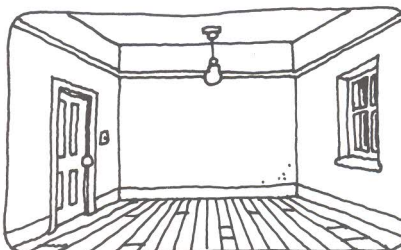
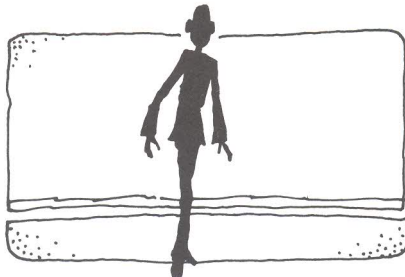
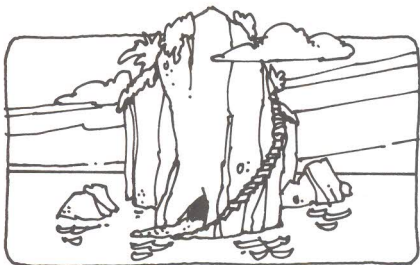
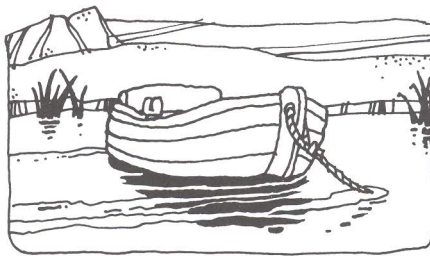
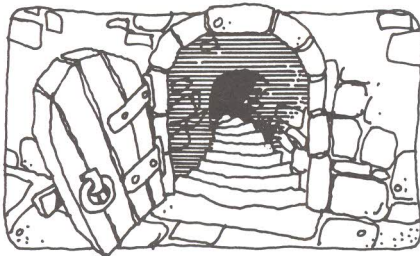
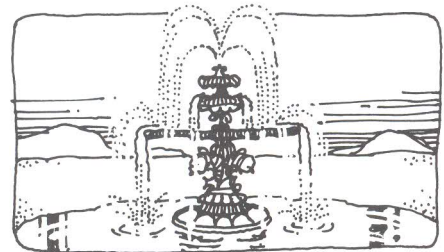
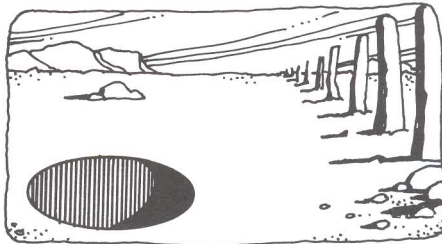
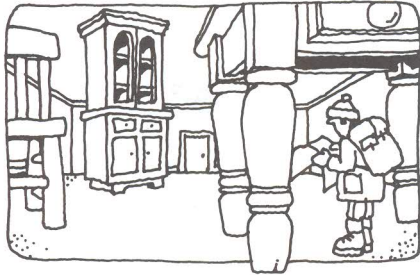
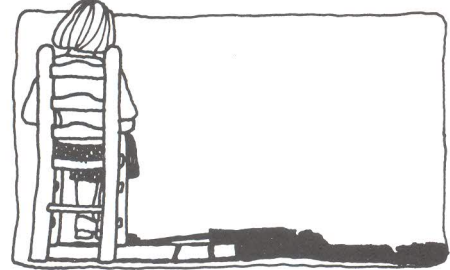
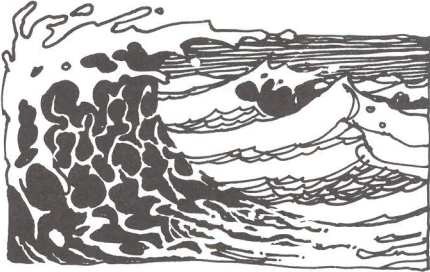
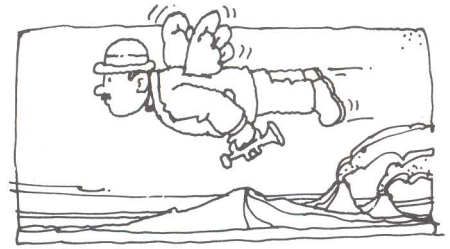
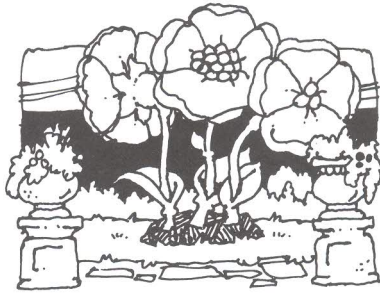
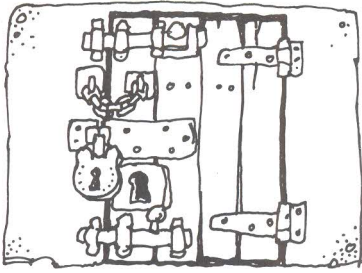
The first player begins by choosing a card from his/her hand and laying it down on the table as the first event of the dream, describing as he/she does so what happened in the dream.

The next player should then choose a suitable card to follow on as the next stage in the dream and lay it down next to the first, narrating the next stage in the dream.

When all groups have finished their dreams, they can visit each others' tables and explain the dreams to each other.

**The object of the game is to build up a co-operative dream.**

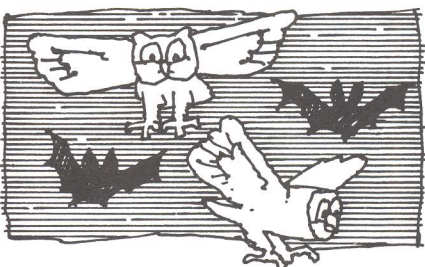
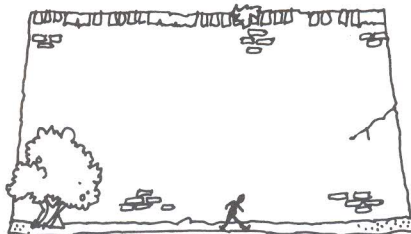
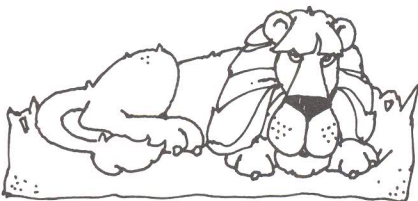
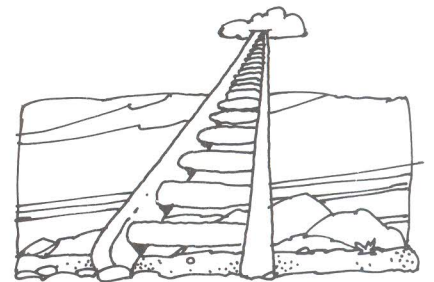
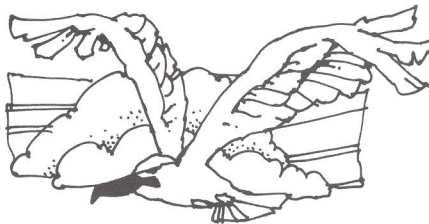
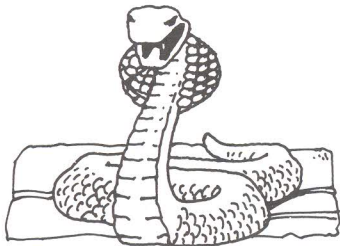
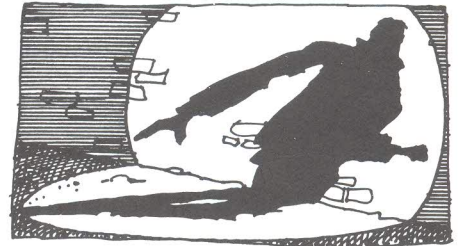
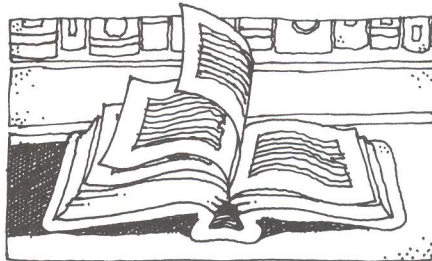
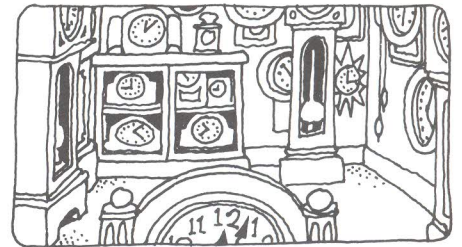
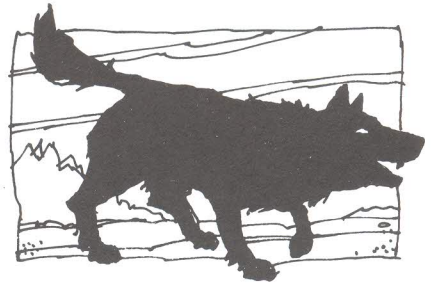
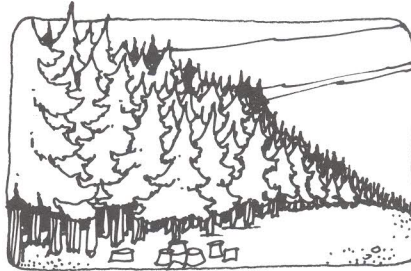
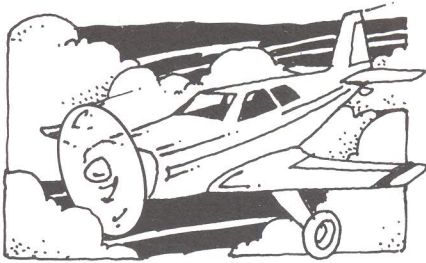
A rules sheet for this game is to be found at the back of the book.





# 40 DREAM SEQUENCES

Advanced Communication Games, Longman, © J Hadfield 1987



## 40 Dream sequences (game 2)

### RULES

- 1 Play this game in groups of three or four.
- 2 Deal out the cards equally to each player.
- 3 Look at your *picture cards*. These pictures represent the events in a dream.
- 4 The first player chooses any card and lays it down on the table, describing the first event in the dream, for example, *I found myself in a garden with huge flowers . . .*
- 5 The next player chooses a card and lays it down next to the first card, describing what happened next, for example, *I walked through the garden and came to a locked door . . .*
- 6 The aim of the game is to build up a co-operative dream.