



Write down comparative and superlative forms of **NOISY**. Make sentences with all three words. Speak about your classroom.

Write down comparative and superlative forms of **DANGEROUS**. Make sentences with all three words. Speak about Jungle animals.

Compare an **ELEPHANT** and a **MOUSE**. Make 5 sentences.

Hurray!
Move 2 spaces forward

Bad Luck!
Move 2 spaces back.

Choose the correct option.
My friend's dog is _____ mine.
a) the same as
b) as same as
Answer. What do you and your friend have in common?

Choose the correct option.
It sounds _____ a bird.
a) like
b) as
What can it be?
Give 3 ideas.

Choose the correct option.
Tigers are the _____ animals.
a) scary
b) scarier
c) scariest
Answer. Do you agree?
Why/Why not?

Find 2 adjectives.
Make comparative and superlative forms
Whether the weather is warm, whether the weather is hot, we have to put up with the weather, whether we like it or not.

Action space!
Say this tongue twister 3 times without pauses.
Whether the weather is warm, whether the weather is hot, we have to put up with the weather, whether we like it or not.

Choose the correct option.
Giraffes are __ tall __ trees.
a) as ... than
b) as ... as
c) so ... as
Answer. Compare giraffes with lions and bears.

Choose the correct option.
Parrots are funnier _____ monkeys.
a) as
b) than
c) the
Answer. Do you agree?
Why/Why not?

Compare a **CAR** and a **PLANE**. Make 5 sentences.

Action space!
Name 5 animals that live in the forest. Compare them with each other. You have 2 minutes.

Write down comparative and superlative forms of **GOOD**. Make sentences with all three words. Speak about school.

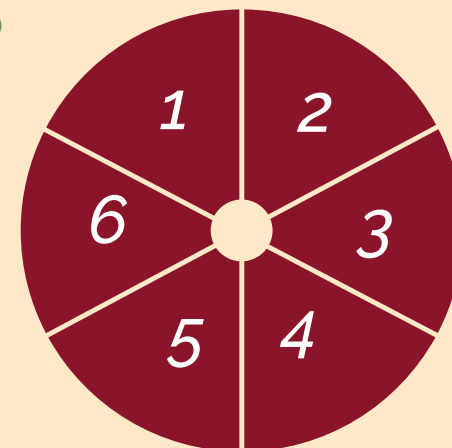
Write down comparative and superlative forms of **BAD**. Make sentences with all three words. Speak about the weather.

Close-up

MAKING COMPARISONS A1+

Rules:

1. This is a game for 2-4 players.
2. Take turns.
3. Put a pencil in the centre of the circle, or use online dice.
4. Spin the pencil, move the number of spaces it points at, read and do all the tasks.
5. If you make a mistake, go back where you were.
6. Action Space: make a funny action or miss a turn.



FINISH