



# ARTICLES "A", "AN", "THE", "NULL" FUN GAME

5. I can ride ... motorcycle.
4. Wild animals you can't see at ... zoo.
3. I'm thinking of buying ... new laptop.
2. What you usually do in ... winter.
1. I saw ... terrible film recently.
6. .... most interesting place you have visited.
7. I have seen ... ancient statue.
8. ... manager you know very well.
9. I have been to ... Italy.
10. How much ... shoe costs.
11. I never listen to ... classical music.
12. What ... girl on your left is wearing.
13. I live in ... village.
19. I eat chips more than twice ... day.
18. The last time you went to ... theater.
17. I have ... younger sister.
16. ... new recipe you would like to learn.
15. I use ... car every day.
14. Something best you have done in ... last weekend.
20. What ... students at your school are like.
21. I had ... fever last week.
22. ... most expensive car you have ever bought.
23. I usually meet my grandmother on ... Sunday.
24. Something you like to do at ... weekend.
25. I once competed in ... triathlon.
26. What you will do in ... hour.
27. I would like to live in ... city.
33. I have just eaten ... apple.
32. ... journey you plan to take.
31. I have never been to ... Japan.
30. It is ... important problem facing ... country.
29. I love to visit ... museum.
28. ... user apparatus.
34. He has ... new car.
35. We live in ... big house
36. Cat is ... domestic animal.
37. Is that ... umbrella?
38. Cedric ... technical Coordinator.
39. Can I have ... orange juice?
40. I will be there in ... hour.



FINISH



# ARTICLES "A", "AN", "THE", "NULL" FUN GAME

## Introduction to the Game

In this fun article game, students and kids review "a", "an" and "the", complete the correct or incorrect statements and talk about the sentence in the question for 45 seconds.

## Teacher's Tasks

Get a copy of the game for every group of three. If possible, the output of the game should be large enough. Also, give each group paper, a pen, and a stopwatch (if not a wrist watch). Tell students that they can only come to them for one question.

## Game Rules and Gameplay

Divide students or children into groups of three. Give each group a copy of the game, a dice, and a stopwatch. At the end of the game, give cards to students or children so they can write down the right, wrong and blank points and calculate their scores. Players place their stopwatches at the starting point. The children take turns rolling the dice and moving their stopwatches. One player says "True or false?" Fills the spaces in the boxes with whatever (a, an, or). At the end of the game, the rights and wrongs of the student or the child playing the game are counted. At the end of the game, the winner is determined by looking at the total number of correct, incorrect, and empty numbers in the two groups (Correct answer 2 points, Wrong answer -1 point, Empty 0 points). During the game, one player holds the timer while the other team players can make a joint decision on sentences. They have 45 seconds to talk about the sentence and come to a decision. If they cannot answer within 45 seconds, this question is considered blank. The group that reaches the endpoint first will receive +5 extra points. Only one question can be consulted by the teacher in both groups. This is called a wildcard.

**TOTAL TIME 20 MINUTES.  
GOOD LUCK!**

## ANSWER KEY

- |          |           |           |          |
|----------|-----------|-----------|----------|
| 1. A     | 11. NULL  | 21. A     | 31. NULL |
| 2. THE   | 12. A     | 22. THE   | 32. A    |
| 3. A     | 13. A/THE | 23. A     | 33. AN   |
| 4. A     | 14. THE   | 24. THE   | 34. A    |
| 5. A     | 15. A     | 25. A     | 35. A    |
| 6. THE   | 16. A/THE | 26. AN    | 36. A    |
| 7. AN    | 17. A     | 27. A/THE | 37. AN   |
| 8. A     | 18. THE   | 28. THE   | 38. THE  |
| 9. NULL  | 19. A     | 29. A     | 39. NULL |
| 10. NULL | 20. NULL  | 30. AN    | 40. AN   |