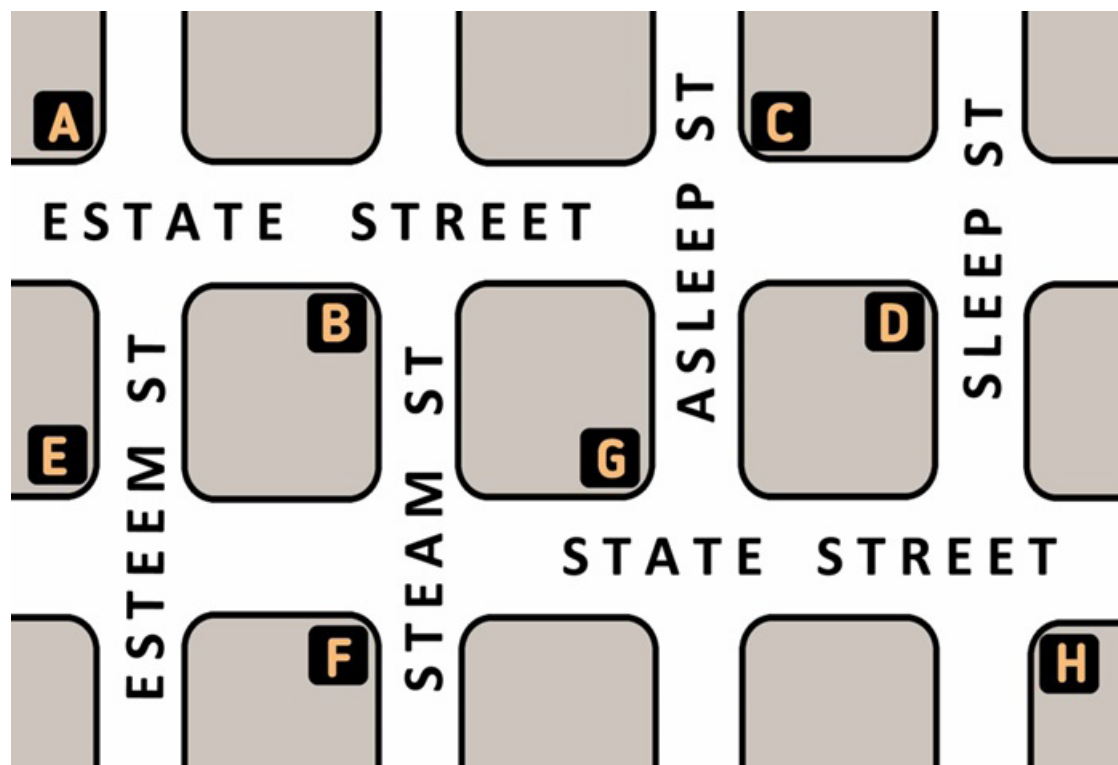


Street map game



This is a game to practise the pronunciation of words such as *state*, *steam* and *sleep*. Many learners add an extra vowel sound at the beginning of such words so that they sound like *estate*, *esteem* and *asleep*.



Game

1. Show the map image and say the street names, first the horizontal pair and then the two vertical pairs. Point out that the names in each pair of streets sound very similar, so it's important to speak and listen carefully.
2. Ask some volunteers to read out some of the pairs of street names. Some learners are likely to add an extra vowel to the beginning of *Steam*, *Sleep* and *State*. In the context of this game, adding a vowel is a problem, because then these names will sound the same as *Esteem*, *Asleep* and *Estate*. Encourage learners to make an effort to make them different. They could use a strategy such as starting *Steam* with an elongated S sound: *SSSteam*. Focusing on how to produce this distinction will also help them to perceive it when they are listening.
3. Make a sentence such as this:
Meet me on the corner of Estate Street and Steam Street.
Ask learners to identify which corner on the map you are talking about (in this example, it is B). Demonstrate how this is the answer by pointing out on the map first *Estate Street* and then *Steam Street*, and show how they cross at the corner where you can see the letter B.
4. Say a few more similar sentences and ask learners to identify the letter. Then ask some volunteers to say the sentences for their classmates to identify.
5. Finally, ask learners to play the same game in pairs or small groups for a few minutes.

From Hancock. (2024). *PronPack: The Minimal Pair Collection*. Hancock McDonald ELT.