

Fashion idioms

Introduction

- **Level:** B2
- **Skills:** Reading, writing
- **Topics:** Vocabulary (fashion and being in fashion) and Grammar (idioms)

The enigma

- **Keywords**

Clothes, colors, fashion, idioms

- **Toolbox**

Clothes, printed document

- **Description of the enigma**

Clothes are put all around the place. There is a piece of clothing with sleeves (a jacket, a sweater, etc.), a sock, a pair of trousers, and another piece of clothing with pockets.

During the game, students find 4 sheets that each have a different color, a number in the back, and an idiom related to fashion on the front side. Each idiom marks somewhere where a card with a number or letter is written that students have to find (ie. 'an ace up your sleeve' means that the students should find a card in the sleeve of a suit jacket or sweater put somewhere in the room). When students have found all 4 cards, they have to form a code or word corresponding to the order displayed at the back of the first series of sheets.

If you use numbers, the code can be used to unlock a 4-digit lock. If you use letters to form a word, the word can fill a gap in a text to give meaning to it.



Fashion idioms

| CLUE CARDS | | CODE CARDS TO FIND AND TO PUT IN ORDER ACCORDING TO THE COLOR |
|---------------------------------------|------|---|
| FRONT | BACK | |
| Always have an ace up your sleeve | 1 | 4 |
| Put a sock in it | 2 | 8 |
| Never get caught with your pants down | 3 | 1 |
| Burn a hole in your pocket | 4 | 3 |



Fashion idioms

Hints

If the students do not understand what to do with the cards, tell them to look inside the clothes.

More information

Possible restrictions

Be sure that the contrast between the color of your font and the color of your card is good for players who are colour blind. You could also add shapes (ie a triangle, a square, a circle, a cross) at the top left of each card of the same colour to help colour blind students see the differences and similarities more easily.

