

Conversations Using Count and Noncount Nouns

Directions for the teacher:

STEP 1 – Do Task A in pairs or small groups. Share ideas with the class. Possible titles (based on [Next Generation Grammar 3](#), Appendix E, p. A5): Sports/Activities, Beverages/Liquids, Subject Areas, Foods, Weather, Occupations.

Answer to question 1: These are noncount/uncountable nouns.

Answer to question 2: baseball, coffee (and all beverages if mentioned as an order: *I'll have an iced tea, please.*), history, fish, rain, wind, business

STEP 2 – Students will work in pairs to complete Task B. Partners must agree on all classifications: Are the nouns countable or uncountable?

Photo credits:

All photos retrieved from the public domain at Pixabay.com.

<https://pixabay.com/en/ice-hockey-players-pass-forward-558126/> by [Skeeze](#)

<https://pixabay.com/en/mountains-landscape-mist-smoke-889131/> by [Skeeze](#)

<https://pixabay.com/en/friends-celebration-dinner-table-581753/> by [Vivienviv0](#)

STEP 3 – Students will work in pairs or small groups to complete Task C.

Conversations Using Count and Noncount Nouns

A. Write a title for each group of words. Try to add at least one item to the list.

baseball biking dancing reading	coffee iced tea lemonade juice	biology economics history physics
candy corn fish rice	fog hail rain wind	business construction social work teaching

1. As a group, are the noun listed above countable or uncountable?
2. Do some of the nouns above have both a countable and uncountable meaning? If yes, list them:

Conversations Using Count and Noncount Nouns

B. Write 2-3 sentences to describe each photo. Exchange papers with another student. Circle uncountable nouns. Underline countable nouns.



a)



b)



c)

Conversations Using Count and Noncount Nouns

C. Discuss the following questions.

1. What makes hockey an exciting sport? What makes hockey a dangerous sport?
2. What kind of weather calms you? What kind of weather excites you?
3. Describe the food and the company at your ideal dinner party.