## **Factual Conditionals**

If + Subj + present vb, then + subj + present vb

## **Factual Conditionals**

Talk about what usually/normally happens when a certain condition (situation) exists.

# General Truths & Scientific Facts

If you live in Montana, then you see a lot of bears. If a lizard loses its tail, then it grows a new one.

## **Routines & Habits**

If I go for a walk with my do at 7pm, I usually get back by 8 pm.

If my cat is nervous, then she moves her tail a lot.

## **Present Unreal Conditionals**

If + Subject + vb-ed, then would/could + vb If + Subject + were + vb-ed, then would/could + vb

# "If" in present unreal

Expresses a condition that is not true at the present time (right now, in this moment, in the present) If we had a car... If I were working today... If she could sing...

# "Then" in present unreal

Tells what would happen if this untrue condition were true.

The <u>imagined</u> result of an <u>imagined</u> condition.

## "Would" or "Could"?

"Would" always describes the unreal or imagined result. "Could" describes an imagined ability.

### Past Unreal Conditionals

If + Subj + have + vb-en, then would/could + have + vb-en

## "If" in Past Unreal

Expresses a condition that was not true in the past.

If you had come earlier, If she had said something, If I had known,

# "Then" in Past Unreal

Tells what would have happened if the untrue condition had been true. The <u>imagined</u> result of an <u>imagined</u> condition *in the past*.

# If you had come earlier, then you could have met my new friend.

## Remember!

Past unreal conditionals talk about something that is <u>impossible</u>. Sorry, you cannot change the past 🟵