



Conditional Sentences

Real – predict an outcome/result that usually happens or that will happen

Unreal – predict an outcome/result that is different from the conditions that **exist** or **existed**

Time Reference	Subordinate/If Clause (unlikely/impossible condition)	Main/Conditional Clause (result/outcome when condition is met)	
NOW	If she <u>gets</u> a tutor,	she <u>will pass</u> the class	prediction
NOW hypothetical	If she <u>got</u> a tutor,	<u>she would pass</u> the class.	possible, but unlikely
PAST counterfactual	If she <u>had gotten</u> a tutor,	she <u>would have passed</u> the class.	impossible (you can't change history)
MIXED	<u>If I had gone</u> to law school, Past	<u>I would be</u> rich, but unhappy. present	Impossible