

3a Could you tell me ...?

Overview

Students play a board game in which they ask and answer direct and indirect questions. When they answer a question, the aim is to speak for 30–60 seconds without pausing or repeating themselves.

Preparation

One copy of the worksheet for each group of two to four students. Each group will need a die and each student a counter.

Procedure

- 1 Elicit/Remind students of the grammar of indirect questions, and of why and when we use them. (If necessary, direct them to the Grammar link on page 98 of the Student's Book.)
- 2 Divide the class into groups of two to four students and give each group a copy of the worksheet and a die. Students can use pieces of paper with their names written on as counters.
- 3 On the throw of a die, students take turns to move around the board. On landing on a square, the student to the player's left asks him/her a question beginning with the prompt on the square. The player answers the question, talking for approximately 30–60 seconds.
 - If the player doesn't talk for long enough or speaks with too many pauses, he/she goes back to the nearest 'too busy to play' square and starts from that square next turn.
 - If the student who asks the question uses the wrong form, he/she moves back to the nearest 'too busy to play' square.
 - If a student lands on a 'too busy to play' square, he/she misses a turn.

The winner is the first student to reach the finish. Monitor, helping with vocabulary as necessary.