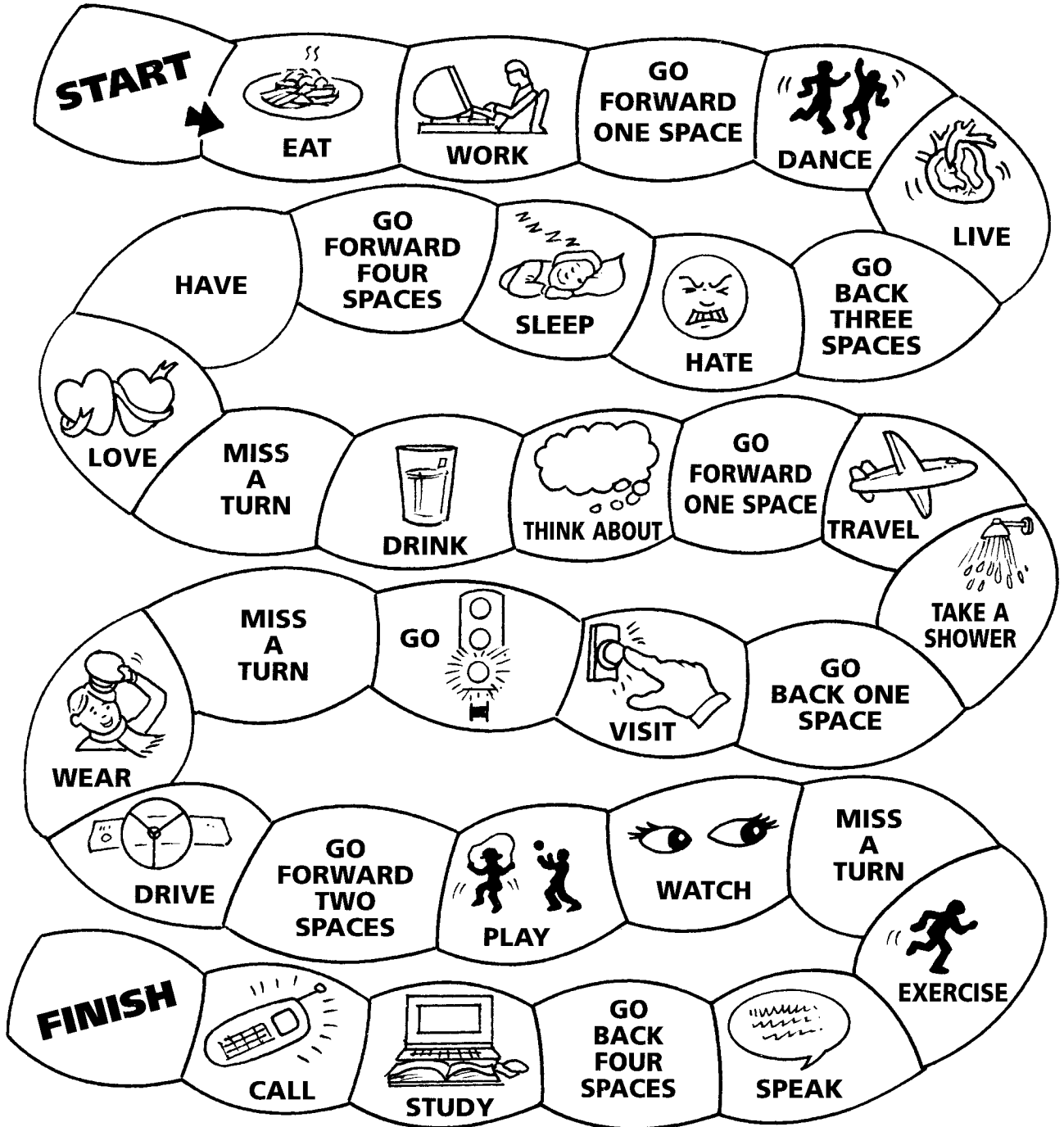




# I'm the President of the United States!



 HOLLYWOOD MOVIE STAR	 PERSON IN PRISON	 PUNK ROCK SINGER	 PRESIDENT OF YOUR COUNTRY	 THE QUEEN OF ENGLAND
 ALIEN FROM ANOTHER PLANET	 MOTHER OF TEN CHILDREN	 PROFESSIONAL SOCCER PLAYER	 CLOWN IN A CIRCUS	 INTERNATIONAL SPY

## Unit 6C



Teacher's Notes

# I'm the President of the United States!

## Interaction

Group work

## Aim

To practice using the present simple with adverbs of frequency.

## Time

15–20 minutes

## Skills

Speaking

Listening

## Grammar and functions

Adverbs of frequency

Present simple

Describing habits, interests and routines

## Vocabulary

Action verbs

## Preparation

Photocopy the worksheet, making sure there is one for each group of four students. Provide a dice and four pieces for each group.

## Procedure

- 1 Prepare the students for the activity by telling them that you are a famous fashion model. Talk about yourself, using adverbs of frequency. Encourage students to ask you a few questions in the present simple such as *Where do you live?* or *What do you do in your free time?* Give imaginative answers to make it fun.
- 2 Ask students to pretend they are the President of the United States and invite them to talk about what they *usually, never, always* or *sometimes* do.
- 3 Ask students to form groups of four. Distribute the worksheets, dice and pieces.
- 4 Explain how to play the game.
  - Each player chooses a character from the bottom of the page or invents one of his / her own.
  - The players throw the dice and the player with the highest number goes first.
  - Each player throws the dice on his / her turn and moves his / her piece along the path.
  - Every time a player stops on a verb square, he / she has to make up a sentence, remembering who his / her character is. If other students think the sentence is "in character," the player can continue on his / her next turn. If he / she invents a sentence that is not "in character," he / she has to try again on the same square on his / her next turn.
  - Remind students that they need to use adverbs of frequency when making sentences.
  - There are rewards and penalties in this game. Rewards allow players to move ahead and penalties force them to go backwards or to miss a turn.
  - The player who reaches the last square (FINISH) first is the winner.
- 5 Ask students to start playing the game.
- 6 While students are playing, move around the classroom and give help if needed.
- 7 Stop the activity when the time is up.