

Guessing game: *Must, mustn't, needn't, don't have to* by Jill Hadfield

Level: Pre-intermediate

Target age: Secondary / Adult

Time needed: 25 minutes

Grammar objective: to practise using verbs expressing necessity and obligation

Materials: one set of picture cards per group of three or four students

Summary: a small-group card guessing game to practise *must, mustn't, needn't* and *don't have to*

Before the lesson

Cut up the cards.

Procedure

1. Write *must, mustn't, needn't* and *don't have to* on the board. Check the students' understanding of the verbs by eliciting things they *must, mustn't, needn't* and *don't have to* do in class.

Note: *Needn't* is considered archaic by many native speakers, especially in American English. Particularly in informal speech, speakers often use *don't need to* instead – for example, 'You don't need to put your hand up.' If you prefer, ask students to practise this form in this lesson, instead of, or as well as, *needn't*.

2. Drill the correct pronunciations of the verbs:

- *must* /mʊs(t)/ or /məs(t)/
- *mustn't* /mʊs(ə)nt/
- *needn't* /niːd(ə)nt/
- *don't need to* /dəʊnt niːd tu/ or /tə/
- *don't have to* /dəʊnt hæv tu/ or /tə/

3. Put students in groups of three or four. Give one set of cards to each group. Get them to place the cards in a pile face down in the middle of the table.

4. The first player picks up a card and looks at it without showing the others. They should tell the group three things about what you **must, mustn't, needn't** or **don't have to** do in that place. For example, in a library:

- you **must** be quiet;
- you **mustn't** eat;
- you **don't have to** stay sitting down.

5. The other members of the group should ask one question each. For example:

- Do you have to pay to get in?

6. When each member has asked a question, they are allowed to guess the place. If they guess wrong, they are allowed more questions.

7. The player who guesses correctly may keep the card.

8. Then, it is the next player's turn to pick up a card.

9. The player with the most cards at the end is the winner. Announce the winners of each group and ask which was the hardest place to guess.

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FUN WITH GRAMMAR CARDS

