
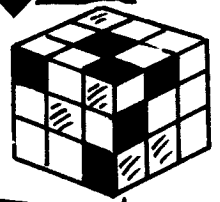




What did you have for dinner last night?



START	What did you have for dinner last night?		Lose a turn		Who is your best friend now and who was your best friend when you were a kid?
Roll again		What was your favorite food when you were a child?		How many books did you read last year?	Go back three spaces
What was your grandfather's occupation?	Go forward three spaces		Roll again	How many cups of coffee did you drink yesterday?	Lose a turn
	Lose a turn	What kind of games did you play when you were a kid?		Where did you spend your free time when you were a child?	Go back one space
What was your favorite restaurant when you were little?		Go back two spaces	Roll again	Lose a turn	In what year did you start the first grade?
Go forward one space	What TV program did you watch last night?		Roll again	How many hours did you spend with friends and family last week?	
Who did you play with when you were in elementary school?	Roll again		Lose a turn	What was the best family vacation you ever took?	Go back four spaces
					FINISH



Unit 11C



Teacher's Notes

What did you have for dinner last night?

Interaction

Group work

Aim

To practice using the past simple in *yes / no* questions and information questions.

Time

15–20 minutes

Skills

Speaking

Reading

Listening

Grammar and functions

Past simple

Vocabulary

Review of words from units 1–11

Preparation

Photocopy the worksheet. Make sure you have one for each group of four students. Provide a dice and four pieces for each group.

Procedure

- 1 Ask students to form groups of four.
- 2 Give out the worksheets, one to each group of students.
- 3 Give each group a dice and four pieces.
- 4 Explain how to play the game.
 - Taking turns, students throw the dice. The student with the highest number goes first.
 - Students throw the dice and move their pieces along the line. If a player stops on a square with a question, he / she has to read it aloud and answer it.
 - The other students then decide if the answer is acceptable or not. If it is, the student may stay on that square. If his / her answer is not accepted by the group, he / she must return to where he / she was and roll again on the next turn.
 - There are rewards and penalties in this game. Rewards allow players to move ahead, and penalties force them to go backwards or lose a turn.
 - The student who reaches the FINISH square first is the winner.
- 5 Set a time limit of about fifteen minutes and ask students to start playing the game.
- 6 Tell students that if they are not sure whether an answer is correct or not, they should ask for your help.