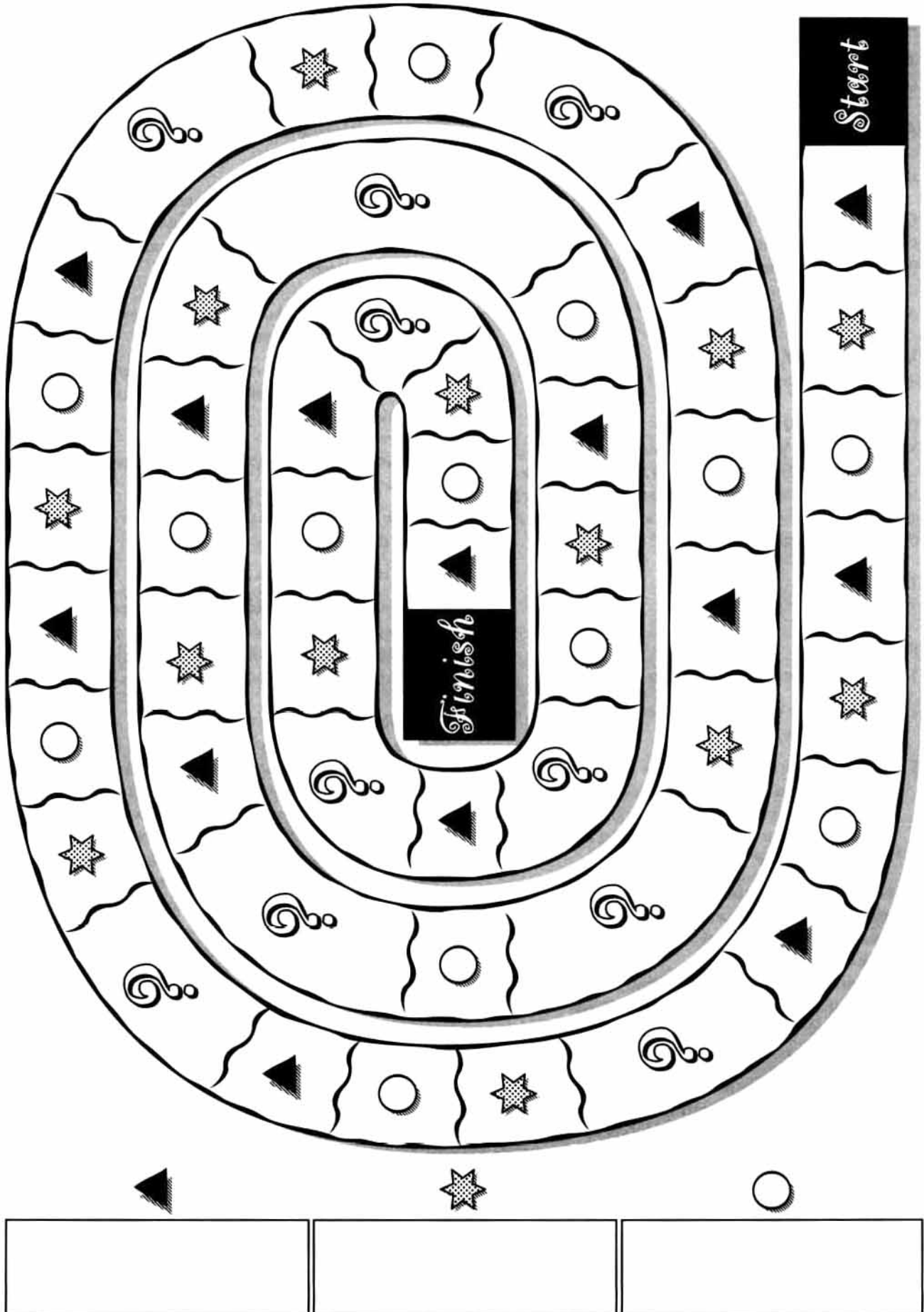


Talk about Routines

Game Board



Question Cards

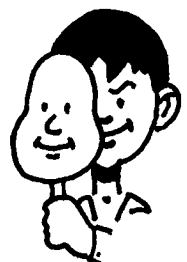


What/have for breakfast?		Where/go for your vacations?		How many hours/work in a day?	<input type="radio"/>
What/wear for parties?		Where/do your shopping?		How often/go to a restaurant?	<input type="radio"/>
What/take to parties?		Where/go at the weekend?		How often/listen to the radio?	<input type="radio"/>
What/drink on special occasions?		Where/have lunch?		How/get to school or work?	<input type="radio"/>
What/eat for lunch?		Where/do your homework?		How often/write a letter?	<input type="radio"/>
What time/have dinner?		Where/meet your friends in the evening?		How long/your commute to work or school take?	<input type="radio"/>
What/wear for work or school?		Where/go to relax?		How often/go to the theater?	<input type="radio"/>
What time/go to bed on Saturday nights?		Where/eat your breakfast?		How many cups of coffee/drink in a day?	<input type="radio"/>
What time/finish school or work?		Where/go for a walk?		How long/take to get dressed?	<input type="radio"/>
What/watch on TV?		Where/your best friend live?		How often/visit your friends?	<input type="radio"/>
What/buy your best friend for his/her birthday?		Where/meet new people?		How often/wash your hair?	<input type="radio"/>

**GIVE A
TRUE
ANSWER**



**GIVE A
FALSE
ANSWER**



Talk about Routines Worksheets **2a** and **2b**

NOTE: Use Worksheets 2a and 2b for this activity.

ACTIVITY

Groupwork: speaking

AIM

To play a board game by asking and answering questions about routines.

GRAMMAR AND FUNCTIONS

Present simple for routines

Present simple questions with question words:

what, where, how

Adverbs of frequency

VOCABULARY

Routine activities

PREPARATION

Make one copy of Worksheet 2a (Game Board) for each group of four to five students. Enlarge this to A3 size, if possible.

Make one copy of Worksheet 2b (question cards) for each group of students and cut out all the cards. Provide dice and counters for each group.

TIME

30 to 40 minutes

PROCEDURE

1. Ask the students to work in groups of four or five.
2. Give one game board and one set of cards, counters, and one die to each group.
3. Before the students start playing the game, explain how to play using the instructions on the back of Worksheet 2b. If you wish, you can photocopy these instructions and distribute a copy to each group, or display a copy on an overhead projector.
4. Elicit some examples of how to form correct questions using the cues on the question cards; encourage the students to add appropriate adverbs of frequency.
For example:
(on card: What/have for breakfast?)
What do you usually have for breakfast?
(on card: Where/go for your vacations?)
Where do you usually go for your vacations?
5. Nominate one student in each group to keep score. The students are now ready to play the game. While they are playing, go around to each group and check to see they are playing correctly. Encourage the students to use their imagination.
Be on hand to answer questions and offer help.

6. When the first student reaches the end of the game, ask all the groups to stop playing, even if they have not finished. In each group, the student with the most points is the winner. Compare scores as a class.

FOLLOW-UP

1. Ask the students to stay in their groups and to collectively write two sentences about each player's daily routine; the sentences must be based on the true answers they gave during the game.
For example:
Carlos does his homework in the library.
He meets his friends in a cafe.
2. Ask a representative from each group in turn to choose one of their group's sentences and read it out loud without mentioning the name.
For example:
Somebody in our group does his homework in the library.
3. Allow the other groups to confer briefly, and then say who they think the person is.
4. Give one point for each correct answer.
5. Alternatively, ask groups to give their sentences, with the names blanked out, to another group. The second group must guess the missing names, write them in, and give them back for correction.

OPTION

You can use the game board on Worksheet 2a to play different games, using your own question/cue cards. Here are some examples of what you could put on the cards:

- sentences with mistakes: students spot the mistakes
- adjectives: students give the opposite adjective
- infinitives: students give the past simple/past participle
- pictures: students give the word for the picture
- words: students give a definition for the rest of the group to guess the word
- lists of words with one odd word: students spot the odd word out
- topics: students talk about the topic for one minute

You could also ask the students to make up a set of questions for another group to use with the game board.

Talk about Routines

Worksheets

2a

and

2b

HOW TO PLAY THE GAME

1. Put the game board in the middle of the table and place the question cards face down in three separate piles in the boxes provided. The cards should be placed on the boxes with the corresponding symbols.
2. All the players put their counters on the square marked START and throw the die. The first player to throw a six starts the game.
3. Player A throws the die and moves his or her counter along the board according to the number on the die.
4. Player A looks at the symbol on the square the counter has landed on, and picks up a question card from the pile with the same symbol as the square.
5. Player A then turns to the player on the left and holds out the two cards marked "Give a True Answer" and "Give a False Answer" **face down**, and asks this player to choose one of them **without showing the card to anyone else**. Player A then asks the question on the card and Player B must give either a true or false answer, depending on whether he or she chose the "Give a True Answer" or "Give a False Answer" card.
6. All the other players, including Player A, guess whether Player B's answer is true or false. Each player gets one point for a correct guess. The cards are put back at the bottom of the appropriate piles, and Player B now throws the die.
7. A player who lands on a square marked "?" can ask the player on the left any question he or she likes. The player on the left must still choose a "Give a True Answer" or "Give a False Answer" card, and answer accordingly.
8. The game continues until the first player reaches the square marked FINISH, and then everyone must stop playing. The person nominated to keep score now adds up the points. The player with the most points is the winner.