

Communicative Grammar Game 1

Objective To ask and answer about animal abilities.

Grammar *Can the animal climb trees?*

Yes, it can. / No, it can't.

Interaction pairs

Preparation Make copies of Game 1 (1 per student).

Directions

Hand out the game sheets. Ask students to draw an animal they like in the large space. When they have finished, invite them to fold the page so that their drawing is covered and the smaller frame is at the front.

Form pairs. Tell students not to show each other their drawing. Invite one student to ask about his/her partner's animal:

S1: *(Janine), can the animal climb trees?*

S2: *Yes, it can.*

S1: *Can it eat leaves?*

S2: *No, it can't. (Etc.)*

S1: *Is it a cat?*

S2: *Yes, it is.*

Once the student has guessed the animal, he/she makes a drawing of it in the small space. Then students change roles.