

Communicative Grammar Game 3

Objective To ask and answer about locations.

Grammar *Is there a (restaurant)? Where is it?*
It's next to (the hospital).

Interaction pairs

Materials scissors

Preparation Make copies of Game 3
(1 per student).

Directions

Hand out the game sheets. Ask students to cut out the buildings at the top of the sheet. Invite a volunteer to the front and demonstrate the activity. Sit or stand back to back. Ask the student to choose four buildings and place them, wherever he/she wants, in the empty spaces. When the student is ready, ask questions to find the location of one of the buildings in the student's town:

T: *Is there a (toy store) in your town?*

S1: *Yes, there is.*

T: *Where is it?*

S1: *It's (next to the park).*

T: *Is it (across from the hospital)?*

S1: *No, it isn't. It's (between the park and the bank).*

Place the corresponding building on your own map, and continue asking questions to find out the location of the remaining buildings. Finally, compare your map with the student's.

When the instructions are clear, form pairs. Have students decide who starts placing the buildings and who asks the questions to find out the corresponding locations. Monitor and provide help as needed. As students finish, invite them to switch roles and start all over again.

Finally, elicit how many buildings were placed correctly.