

Communicative Grammar Game 4

Objective To ask and answer questions about a child prodigy.

Grammar *What could she do when she was four?*

Interaction pairs

Materials *Optional:* a computer with projector or large screen, an Internet connection

Preparation Make copies of Game 4 (1 per pair). Cut the copies in half.

Directions

If possible, project visual artist Akiane's work (www.akiane.com) with the class computer (see *Materials*) and elicit students' responses to the art. Then write some sample questions on the board and have students repeat them after you.

Examples of questions:

Who is (John Doe)?

When was he born?

What could he do when he was seven?

What did he learn at eight?

Next, erase the verbs from the sentences above and drill the question forms by having students say the complete question:

Who / (John Doe)?

When / born?

What could / ?

After that, form pairs. Hand out the cue cards (see *Preparation*), making sure each pair has an A card and a B card. Have students take turns asking and answering the questions on the handout. Explain that it's important not to look at each other's card, but to ask the questions correctly and to listen to the answers carefully. Encourage students to ask for repetition if they don't understand the answers. Monitor and provide help where needed, without interrupting. Finally, invite students to ask and answer the questions as a class.