

Questions and Answers



Materials

1 poster

1 dice with a pronoun or an interrogative adverb: *who, what, how, where, when* and *which*.

66 illustrated cards reproducing 66 objects from the poster.

Questions and Answers aims to stimulate conversation in English, by helping students to learn and use basic language structures.

In the classroom

Before playing the teacher can test the language level of the class by spreading out all of the cards on the table. Then ask the students to create groups of objects and name them, then create further groups. For example, the group of animals can be divided between those who have four legs, according to what they eat, to their habitat, etc. Then the teacher asks:

Which group is bigger / smaller?

Which ones and how many are insects / mammals / means of transport, etc.?

How many are part of your daily life?

What colour is...?

Do you know other objects in the poster, besides the ones illustrated on the cards? Do you know the names of these objects?

How to play

1 The teacher picks up a card. One player at a time tries to guess the card by asking questions. Whoever has the most cards at the end wins the game.

2 The teacher picks up a card. One player at a time tries to guess the object or the animal, throwing the dice and asking questions according to the pronoun or the adverb on the face of the dice. Whoever has the most cards at the end wins the game.

Variation:

One card is given to each player. The youngest player throws the dice and according to the pronoun or the adverb on the dice, asks a question to the player on his/her left to guess his/her card. The next player, after answering the question, can throw the dice and ask a question to the player on his/her left.

When a player thinks he/she has enough clues, he/she can try to guess the card. If the guess is right, he/she takes that card and is entitled to throw the dice again and ask a question to the next player.

Whoever has the most cards at the end wins the game.

Many questions can be asked, and they may change depending on the language level and creativity of the players. Eg.

What colour is it?

Where can you find it?(at home, at school, at the zoo...)

If it's an animal the questions could be:

How many legs does it have?

Where does it live?

What does it eat?

If it's a means of transport:

How many wheels does it have?

Who uses it?

How is it made?

If it's food:

When do you eat it?

Where do you buy it?

What colour is it?

If it's a musical instrument:

How is it made?

How do you play it?

What is it made of?

If it's a school / daily life object:

Who uses it? (the student, the cook...)

How do you use it? (you take the cap off and write, you open it and put...)

Where is it usually? (in the kitchen, in the house, only at school, in the office...)

What shape is it? (square, round, triangular)

What material is it made of? (plastic, glass, leather, ceramic, wood, copper, paper...)

What is it made for? (to cut, to write, to dry, to read, to eat...)

When do you use it? (often, sometimes, rarely, in the morning...)

More games...

The group game

The teacher asks the students to look carefully at the poster, then asks questions:

Eg: *How many objects can you see with square / round / triangular shapes...?*

How many objects can you see with the same colour?

or: *Find and name all the objects with the same colour!*

Count, count!

To stimulate observation and to improve the ability of counting in English:

How many rabbits / ballons / ice creams / cats / dogs / swans / stars / lollipops... can you see in the drawing? Count!

Finders keepers

To stimulate observation and the use of prepositions: on, under, next to, in front of, behind, on the left, on the right...

There is an object / subject on the left, next to... can you tell me what / who is it?

Whoever guesses, after giving the answer, should repeat the indications: *It's... and it's on the left, next to...* Then add another indication connected to the object guessed.

Variation: *Which way does a character / animal have to take to get to...?*

Where is the giraffe / ladybird / hamburger...?

Guess who?

One player at a time chooses a character or an animal without revealing it to anybody.

The other players ask questions to find out what it is.

Only questions suggested by the dice are allowed.

The jobs game

Learn words connected to jobs.

What is the character's job?

The teacher, or a student, describes the chosen character: what he/she is wearing, the usual actions, the objects he/she uses. Whoever guesses earns 1 point. Whoever collects more points in the shortest time wins the game.

List of jobs:

ice-cream maker, clown, magician, painter, gymnast, traveller, student, shop assistant, balloon seller.

Object hunting

The teacher can ask, according to the level of the class:

Name at least two objects on the poster that:

- are red

- we can find in the kitchen

- are good to eat

- are made of wood

- are made to contain other objects (handbag, suitcase...)

The same idea can be used for animals and people:

Name at least two animals / characters from the poster who...

List of cards

Means of transport

car
aeroplane
helicopter
ambulance
lorry
boat
bicycle
motorcycle
ship
bus

Animals

elephant
rabbit
crocodile
swan
bird
horse
cat
dog
giraffe
ladybird
hen
fish
butterfly
mouse
frog

snake
dragon

Food

apple
orange
cherries
cake
pear
chicken
grapes
sweets
pineapple
lollipop
strawberry

Musical instruments

drum
guitar
trumpet
violin

Stationary

pencil case
pencil sharpener
school bag
pen
paintbrush
book

pencil
scissors

Everyday objects

suitcase
teapot
chair
umbrella
hairdryer
washing machine

alarm clock
key
fork
broom
telephone
camera
toothbrush
rubbish bin
handbag
glasses

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ELI Editorial Dept: Letizia Pigni, Giorgia D'Angelo
Graphic design by: Studio Oplà
Illustrated by: Argentina Giorgetti

Printed in Italy - Tecnostampa Recanati - 07.83.034.0

ISBN 978-88-536-1165-9