



You're washing a giraffe!

You're sitting in a boat on the ocean.	You're riding a roller coaster.
You're a fireman.	You're reading a letter with bad news.
You're feeding meat to a lion.	You're sending a fax.
You're a fashion model.	You're having a birthday party.
You're opening an alligator's mouth.	You're giving a baby some food.
You're looking at paintings in a museum.	You're making a snowman.
You're buying tickets to a movie.	You're climbing a tree to save a cat.
You're watching a soccer game.	You're taking five dogs for a walk.
You're in prison.	You're sitting in traffic.
You're climbing a mountain.	You're robbing a bank.
You're falling in love.	You're walking on the moon.
You're pushing an old man in a wheelchair.	You're fixing a broken plate.
You're playing the trumpet in a parade.	You're catching a big fish.
You're eating a delicious dessert.	You're watching a horror movie.



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Interaction

Team work

Aim

To practice using the present progressive.

Time

20–30 minutes

Skills

Speaking

Grammar and functions

Information questions in the present progressive

Vocabulary

Action verbs

Preparation

Photocopy and cut apart the cards. Make one set for the class.

Procedure

- 1 Divide the students into two teams: A and B. If the class is large, divide the class into groups of 6 or 8 and then divide those groups into teams. Play the game in each group simultaneously, so that more students have a chance to participate. (In this case you will need one set of cards for each group.)
- 2 Explain the activity. Taking turns, one student from each team comes to the front of the class, chooses a sentence card and mimes the action described on that card to his / her team. Team members try to guess the action by asking *yes / no* questions, e.g.
A: *Are you climbing a tree?*
B: *No, I'm not.*
C: *Are you climbing stairs?*
B: *Yes, I am!*
- 3 Play the activity once with the whole class, to make sure they understand what they are supposed to do.
- 4 Place the cards face down on a table.
- 5 Throw a coin to decide which team starts.
- 6 Set a time limit of about 10 or 15 minutes and start the game.
- 7 Make sure a different student does the miming on each turn.

Option

Make the game more competitive by timing the activity. Give each team thirty seconds to guess the action being mimed. The team with the most correct guesses, after a set amount of time, wins.

Additional ideas

In addition to using the actions listed on the worksheet, ask the students to write their own actions.