

## Card game: Present simple

by Jill Hadfield

**Level:** Elementary

**Target age:** Secondary / Adult

**Time needed:** 15 minutes

**Grammar objective:** to practise the present simple affirmative, interrogative and negative

**Materials:** two sets of picture cards for each group of three to four students

**Summary:** a small-group card game to practise the present simple

### Before the lesson

Cut up the picture cards.

### Procedure

1. Make sure students know the vocabulary required to play the game:

the verbs

*be, eat, work, play, like, have, get up, go, drive, drink, take, read*

and the lexis

*skiing, swimming, football, tennis, bank, bus, music, cinema, computer games, coffee, ice-cream, dog, sea, bus, internet, doctor, books, dancing, police officer, cake*

2. Put the students into groups of three or four. Give each group two sets of cards. Ask them to shuffle them and deal them out equally. Demonstrate how to do this as you give the instruction.

3. Demonstrate how to play the game by taking one student's hand of cards and playing a round with that group while the rest of the class watches. Students hold their cards up so that only they can see them. The first player chooses a card from their hand and says something about the person / people on the card – for example, *He gets up at eight o'clock, She is a doctor or We like dancing*. Some answers may vary. For example, the card with 'we' and 'dancing' could be *We go dancing or We like dancing*.

**Note:** It's important that the students understand that they must use the present simple. If you hear students using the present continuous, for example

'We are dancing', ask them to repeat their sentence using the present simple.

4. The player with the matching card produces it and says:

*So does he / she.*

*So is he / she.*

*So do we / they.*

5. Then, they can throw both cards away. The aim is to be the first to get rid of all your cards.

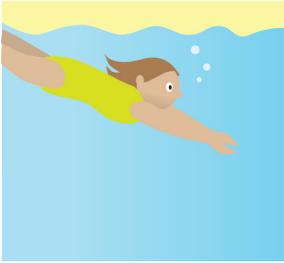
6. The game can be repeated to practise I, if you wish, with players saying *I get up at seven* and *So do I / we*, and so on.

7. The game can also be used to practise questions, with players choosing a card and asking the question *Do you ...?* or *Are you ...?* For example, *Do you get up at 8 o'clock?* or *Are you a police officer?* The person with the matching card can then produce it, saying *Yes, I do* or *Yes, I am*.

8. To offer some freer practice, ask students to come up with present simple sentences of their own that are true for them or true of a classmate. For example, *I am Chinese* or *László likes reading*. If the statement is also true for someone else in the class (or group), another student can respond *So am I*, *So is Feng*, *So do we* and so on. Students can also respond negatively if the statement is not true for them. For example, *I'm not* or *I don't*.

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FUN WITH GRAMMAR CARDS

<p>He 8am</p> 	<p>They skiing</p> 	<p>She bank</p> 	<p>They coffee</p> 
<p>She swimming in the sea</p> 	<p>They football</p> 	<p>She shopping</p> 	<p>We bus</p> 
<p>He internet</p> 	<p>She doctor</p> 	<p>They ice-cream</p> 	<p>We cinema</p> 
<p>They tennis</p> 	<p>She books</p> 	<p>He dog</p> 	<p>We dancing</p> 
<p>He police officer</p> 	<p>She cake</p> 	<p>They computer games</p> 	<p>We music</p> 