

11-20

Everything we know

**FINISH**

[NAME] at the weekend  
[NAME] is  
[NAME] isn't  
[NAME] is  
[NAME] at the weekend  
[NAME] in the evening  
[NAME] doesn't like

[NAME] likes  
[NAME] hasn't got  
[NAME] listens to  
[NAME] has got  
[NAME] at the weekend  
[NAME] in the evening  
[NAME] doesn't like

[NAME] likes  
[NAME] hasn't got  
[NAME] has got  
[NAME] goes  
[NAME] isn't  
[NAME] is  
[NAME] at the weekend

[NAME] in the evening  
[NAME] doesn't like  
[NAME] isn't  
[NAME] plays  
[NAME] has got  
[NAME] hasn't got  
[NAME] likes  
[NAME] doesn't like

[NAME] at the weekend  
[NAME] in the evening  
[NAME] doesn't like  
[NAME] likes  
[NAME] hasn't got  
[NAME] has got  
[NAME] lives

**START**

# Everything we know

## Worksheet Progress check

11-20

### ACTIVITY

Groupwork: writing, speaking

### AIM

To play a board game by giving personal information about one another.

### GRAMMAR AND FUNCTIONS

*Has got*

Present simple: *he, she*

Likes and dislikes

### VOCABULARY

Personal information

### PREPARATION

Make one copy of the worksheet (game board) for each group of three to five students in the class. Provide dice and counters. Provide a blank sheet of A4 paper for each pair of students.

### TIME

20 to 30 minutes

### PROCEDURE

- 1 Write the name of one of the students in the class, and two or three of the verbs from the worksheet, on the board.

For example:

*Ronaldo lives... has got... doesn't like...*

Ask the students to suggest different ways of completing the sentences so that they are true for the student whose name you have used.

For example:

*Ronaldo lives in Brazil.*

*Ronaldo has got a brother.*

*Ronaldo doesn't like homework.*

Check with the student concerned whether the sentences are true.

- 2 Now explain to the students that they are going to play a game by making similar sentences about one another.
- 3 Before they start the game, ask each pair of students to take a blank sheet of A4 paper and tear it into eight pieces. Students then take four pieces each and write their own name once on each piece of paper.
- 4 Ask the students to work in groups of three to five. They will need to keep their own name cards with them.
- 5 Give one copy of the worksheet (game board), dice and counters to each group of students.
- 6 In their groups, students should combine their name cards, shuffle them and put them in a pile face down.
- 7 Demonstrate how to play the game, using the instructions below.
- 8 The students are ready to start the game. While they are playing, go round to each group and check they are playing correctly.

### HOW TO PLAY THE GAME

- 1 Put the game board in the middle of the table and the name cards in a pile face down.
- 2 All the players put their counters on the square marked START and throw the dice. The first player to throw a six starts the game.
- 3 Player A throws the dice and moves their counter along the board according to the number on the dice.
- 4 Player A then takes a card from the top of the name card pile. If the name on the card is their own, they put it back to the bottom of the pile and take another one until they turn up the name of one of the other players.
- 5 Player A reads out the name on the name card and makes a sentence about that person using the verb or phrase marked on the square they landed on. If they land on a square without any words, they can say anything they like about the person on the name card. Player A should try to make a true sentence without asking the person on the name card yet.
- 6 If the sentence is true, Player A stays on the same square until their next turn. If the sentence is not true, Player A has to go back two spaces.
- 7 It is now Player B's turn to play.
- 8 The game continues until the first player reaches FINISH. This player is the winner.