

Have You Ever...?

The board game grid is a 10x10 grid of cells. The top-left cell contains 'Team B START' and the bottom-right cell contains 'Team A START'. The center of the board contains 'FINISH'. The grid is populated with numbers and verbs. The top row contains: Team B START, 13 listen to, 14 write, 27 watch, 28, 29 find, 30 have, 21, 20 watch, 7, 6. The middle row contains: 1 lose, 12 meet, 15, 26 make, 29 find, 31, 22, 19 drink, 8 read, 5 find. The bottom row contains: 2 go, 11, 16 go, 25, 30 have, 31, 22, 23 see, 23 hear, 18, 9 go, 4 eat, 6, 7, 20 buy, 21, 31, 24 travel, 17 visit, 10 buy, 3, 30 lose, 29 write, 26 feel, 15, 12 win, 1 see, 27 send, 14 fall, 13 give, 28, 27, 14 fall, 13 give, 28, 27, 14 fall, 13 give, 28, 27, 14 fall, 13 give. The board is decorated with stars, a die, and coins. Arrows indicate movement paths between cells.

# Have You Ever...? Worksheet 12

## ACTIVITY

Groupwork: writing, speaking

## AIM

To play a game by asking and answering questions about experiences.

## GRAMMAR AND FUNCTIONS

Present perfect to talk about experiences

Past simple to talk about a definite time in the past

## VOCABULARY

Past participles of regular and irregular verbs

## PREPARATION

Make one copy of the game board for every six students in the class. Provide die and counters for each group.

## TIME

1 hour

## PROCEDURE

1. Ask the students to work in groups of six and to divide their groups into two teams, Team A and Team B.
2. Tell them that they are going to play a game but that before they do, you are going to give each team a list of verbs and they are going to prepare some questions using these verbs.
3. Write an example question on the board, using *Have you ever...?*  
For example:  
lose: *Have you ever lost your keys?*
4. Ask students the example question and if a student answers *Yes, I have*, ask for additional information.

For example:

*When did you lose them?*

*Were they car keys or house keys?*

*Did you find them again?*

5. Repeat procedure points 3 and 4 using one of Team B's verbs.
6. Give the following list of verbs to each Team A:  
lose go drink live visit play drive  
meet listen to write go ride eat buy  
see read make watch find have  
  
Give the following list of verbs to each Team B:  
see cook eat find read go buy  
win give fall break visit drink watch  
hear travel feel send write lose
7. Now tell the students that they are going to write a question beginning *Have you ever* and an additional question in the simple past for each of the verbs on their list. Tell them to choose one member of the team to write down the questions.

Alternatively, if you want to speed up this part of the activity, the three students in each team could divide the verbs between them and write the sentences individually.

While the students are doing this, be ready to answer questions and offer help.

8. When they have done that, give one copy of the worksheet to each group of students and explain how to play the game using the instructions below.
9. The students are now ready to play the game. While they are playing, go around to each group and check to see if they are playing correctly.

## HOW TO PLAY THE GAME

1. Put the game board in the middle of the table.
2. Each team places their counter on the squares marked START.
3. Player 1 from Team A throws the die and moves the counter along the board according to the number on the die.
4. If the counter lands on a square with a number only, Player 1 from Team B throws the die.
5. If Team A's counter lands on a square with a verb, Player 1 from Team B reads out the question they have prepared using that verb. Player 1 from Team A must answer *Yes, I have*, whether this is true or false. Player 1 from Team B then asks the question requiring further information. Player 1 from Team A gives a true answer to the question if he/she has had the experience, or invents an answer if he/she has not had the experience. Team B players then guess whether the answer is true or false.
6. If they guess correctly, it is Team B's turn to throw the die and move their counter along the board.
7. If they do not guess correctly, Team A can throw the die and move their counter again. *Players must promise to be honest and not cheat!*
8. The game continues with players from each team taking turns asking and answering questions until the first team reaches the square marked FINISH. This team is the winner.