## Tag Teams: Teachers' Notes

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Aim: To practise making tag questions by guessing information about other students.
Level: Intermediate +
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Age group: Teenagers or adults. Six or more students.
Time: 45 minutes.
Materials: One copy of the questionnaire for each student.

## Procedure:

Warmer (5minutes): In pairs, students think of two things that they are fairly sure are true about the teacher, and something they would like to know but don't. Ask them to make 'tag' questions with the information they think they know, and one normal question to highlight the difference. Take two minutes to answer their questions.

Presentation (10 minutes): Depending on the level, present the idea of question tags to confirm information. On the board, show an example of a regular verb (e.g. 'You like football, don't you?'), the auxiliary 'have' ('You've got a sister haven't you?' / 'You haven't been to India, have you?'), the verb 'to be able' ('You can swim, can't you?') and 'to be' ('You aren't Italian, are you?'). Explain that positive statements have negative tags and vice versa.

Stage 1 (10-15 minutes): Divide the students into two teams. Give one questionnaire to each student and make it clear that they mustn't show their answers to anybody, including their team-mates. Students tick yes or no for each statement. Be ready to answer vocabulary questions (e.g. whistle, eyebrow, foreigners...).

Stage 2 (speaking game, 20 minutes): Everybody stands up, ideally with one team facing the other. The first player from team one chooses a player from team two, and tries to predict their answer to one of the questions (e.g. 'Maria, you can cook, can't you?'). If the guess is correct, the player from team two is eliminated and sits down. If the guess is incorrect, the player who asked the question is eliminated. The first player
from team two then has a turn to do the same, and so on. The aim is to eliminate all the players from the other team.

If a player prefers, they can use their turn to 'save' one of their eliminated team-mates by asking a question to them instead of to an opposing player. If the guess is correct, that player comes back into the game.

- Explain that it's fine to use the same question more than once, but not to the same player.

Follow up: If necessary, you could put headings like 'family,' 'school,' 'experiences,' and 'possessions' on the board and ask students to write some more tag questions. You could then use these in a final mingle exercise for less formal speaking practice.

## Tag Teams: Questionnaire

|  | Yes | No |
| :--- | :---: | :---: |
| I have been to three capital cities |  |  |
| I can whistle |  |  |
| I have got a pet |  |  |
| I liked school |  |  |
| I've swum in the sea |  |  |
| I've stayed up all night |  |  |
| I can raise one eyebrow |  |  |
| I watched over two hours of TV yesterday |  |  |
| I've broken a bone |  |  |
| I can't cook |  |  |
| I was a beautiful child |  |  |
| I'm the oldest person who lives in my house |  |  |
| I can sing |  |  |
| I made at least five telephone calls yesterday |  |  |
| I am taller than my mum / dad |  |  |
| I don't like ironing wearing something over a year old |  |  |
| I spiders |  |  |

