TEACHER'S NOTES

Guessing game: need

by Jill Hadfield



Level: Pre-intermediate

Target age: Secondary / adult

Time needed: 20 minutes

Grammar objective: to practise *need to*,

needn't, Do you need ...?

Materials: one set of holiday cards for each group

Summary: This accuracy-based small group activity practises the correct use of *need to*, *needn't* and *Do you need ...?*

Note: As *needn't* is not as common in spoken English, you might want to encourage your students to use *don't need to* instead.

Before the lesson

Download enough sets of holiday cards for each group and cut them out.

Procedure

- 1. Put the students in groups of three or four.
- 2. Give each group a set of cards and ask them to spread them face down on the table.
- 3. The first player should pick up a card and not show it to the other members of the group.
- 4. The first player should tell the group two things that he/she needs to pack/get/take on holiday with them based on the holiday card they have chosen. The player should do this without using any of the words on the card. Monitor and assist with any unknown vocabulary, if necessary.
- 5. The other students should try to guess what holiday destination is written on the card. They can ask questions in the form of *Do you need ...?* The first player should reply with *I need to ...* or *I needn't ... / I don't need to ...*
- 6. The player who guesses the holiday correctly may keep the card.
- 7. The second player then selects a card and the game continues until all the cards have been used.
- 8. The player with the most cards at the end of the game is the winner.

HOLOGO HOLOGO

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one stop eng Guessing game: need





A skiing holiday in the Alps

A beach holiday on a Pacific island

A mountain-climbing holiday in the Himalayas

A walking holiday in Switzerland

A cycling holiday in France

A cruise to Antarctica

A year backpacking around the world

A trip on buses and trains around India

