

14

Yes/No game

PERSON 1

Man or woman _____ Name _____

Nationality _____ Job _____

Appearance _____

Other information _____

PERSON 2

Man or woman _____ Name _____

Nationality _____ Job _____

Appearance _____

Other information _____

PERSON 3

Man or woman _____ Name _____

Nationality _____ Job _____

Appearance _____

Other information _____

PERSON 4

Man or woman _____ Name _____

Nationality _____ Job _____

Appearance _____

Other information _____

OUR SCORE

Game 1	Game 2	Game 3	Game 4

Yes/No game

Worksheet

14

ACTIVITY

Groupwork: writing, speaking

AIM

To write information about people and to ask and answer questions in order to guess who the people are.

GRAMMAR AND FUNCTIONS

Questions requiring the answer *yes* or *no* + short answers:

Is he/she...? Yes, he/he is. / No, he/she isn't.

Has he/she got...? Yes, he/she has. / No, he/she hasn't.

VOCABULARY

Personal information

PREPARATION

Make one copy of the worksheet for each group of three to five students.

TIME

30 to 40 minutes

PROCEDURE

1 Write the following headings on the board:

Man or woman, Nationality, Job, Appearance, Other information

Write the heading *Name* and put a question mark next to it. Think of someone the students know, for example a famous person, a member of the class or a teacher from your school and tell the students that you are thinking of this person. They can ask you questions to find out who the person is. But before they start, tell them that there are some rules they have to follow:

- The questions must only require the answer *yes* or *no*. Refer to the headings and elicit the corresponding questions.

For example:

Is it a man/woman?

Is he/she American/Brazilian/German, etc?

Is he/she an actor/singer/teacher/student, etc?

Has he/she got blond hair/blue eyes/dark hair, etc?

Is he/she good-looking?

Is he/she married?

Has he/she got a red VW Golf?

- They can ask a maximum of 20 questions, then they must give up.
 - If they guess the person correctly after one question they score 20 points, after two questions they score 19 points, after 3 questions they score 18 points, etc.
 - A guess at the identity of the person counts as a question.
- 2 When they have guessed your person, or you have told them who it is, and you have told them how many points they scored, tell the students that they are going to play the same game in teams.
 - 3 Divide the class into groups of six to ten and ask each group to work in two teams of three to five. Give each team one copy of the worksheet and ask them to choose one member of the team to do the writing in the first part of the activity.
 - 4 Teams complete details about four different people. It is important to tell the students that the people they write about must be known to the rest of the class, either personally or because they are famous and that they must be alive! They must not let the other team see what they are writing.
 - 5 When they have completed their worksheets, ask the teams to take it in turns to ask and answer questions. One member of the team should keep count of the number of questions asked and write down the final score of each round in the space provided at the bottom of their worksheet.
 - 6 The team with the highest score at the end of the activity are the winners.