

Activity Type

Speaking Game: asking questions from prompts (group work)

Focus

Personal information questions

Aim

To ask personal information questions.

Preparation

None

Level

Any

Time

20 minutes

Introduction

This first day of class icebreaker helps you to introduce yourself to the class and gives you insight into your students' level of English.

Procedure

Cover the board with numbered information and answers about yourself. The type and amount of information you write will depend on the level of your class.

Example:

Who am I?

1	2	3	4	5	6
John	blue	Yes, I can.	football	London	the beach
7	8	9	10	11	12
13 years	10 years	183 cm	steak	Honda	Yes, I am.

Next, divide the students into two teams (A and B).

Tell the class that the information and answers on the board are about you.

Explain that the aim of the game is for teams to choose a number and ask a question that they think matches with the answer on the board.

For some answers, many questions may be possible, but only one question is correct.

Teams then take it in turns to choose a number and ask a question.

Teams score one point for the correct question and one point for using the correct grammar. The team with the most points at the end of the game wins.

Example: 2, blue

Teacher: What number would you like Team A?

Team A: Number 2, please. What is your favourite colour?

Teacher: Sorry, that's the wrong question. My favourite colour is green. What number would you like Team B?

Team B: Number 2 again. What colour are your eyes?

Teacher: Correct. Well done. (Crosses off number 2) What number would you like Team A?