Twenty questions

Activity: Card game

Language: past simple of *be* and regular and irregular verbs (affirmative), jobs, dates

Preparation: Make one copy of the worksheet for each group of 4–5 students (cut up into cards).

Procedure

- Write *Twenty questions* on the board. Explain that students are going to play a game in small groups with twenty questions. The questions are about important people in history, celebrities and book/film characters. Allow students to brainstorm as a class who the questions are about and if appropriate, brainstorm possible questions.
- Put students in groups of four or five, and hand out the cards face down. Ask students to spread them out. Then do an example with one of the groups. Ask a student to pick a card and read the question out twice. Encourage him/her to read loudly and clearly. Point out that the answer is printed upside at the bottom of the card so the student who reads the question, knows the answer. He/She can help the other players if they get stuck by giving clues. He/She can also decide if a player should win a card despite giving an incomplete answer. For example, if a player answers the question *Where were the Beatles from?* with *They were from the UK.* leaving out *Liverpool*, they might still win the card.
- Encourage the other students in the group to put up their hand if they know the answer. The first student to put up his/her hand has the right to answer first. Encourage him/her to give a complete answer. For example, *Where were the Beatles from? They were from Liverpool, UK.* rather than *Liverpool, UK.*
- If a player gives the correct answer, then he/she wins the card. If the answer is wrong, he/she must wait until all other players have had a go before attempting to answer the question again. When the correct answer is given, it's another student's turn to pick a question and read it out. They continue like this until all questions have been asked and answered. If students don't know the answer to a question, they can leave it aside.
- Give students enough time to play the game. Monitor and make sure they are answering with complete sentences. If students are struggling to understand the question, prompt the student to show the card to the players covering the answer.
- When the game is over, announce the winners in each group. Then have a class discussion about which answer was easy/hard/interesting, etc.

Option

- Students can do a quick search to find the answers to the questions they have put aside.

Extension

- Put students in different groups and take away the cards. Allocate a secretary in each group with a pen and notebook. Give the groups a time limit, e.g. three minutes, to remember and write down as many of the 20 questions as they can. The secretary's job is to write down the questions and correct any errors. When the time is up, hand out the cards again for students to check their questions.

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