Mr Wolf

Activity Type

Speaking Game: asking and answering questions

Focus

Yes/no questions and short answers

Aim

To practice asking and answering simple yes/no questions.

Preparation

Flashcards of the target language

Level

Elementary (A1-A2)

Time

10 minutes

Introduction

This flashcard version of Mr Wolf is ideal for practicing a variety of yes/no questions and short answers.

Procedure

You are the wolf.

You stand at one end of the classroom with a flashcard.

The other students line up at the other end of the room next to the wall.

Show the students your chosen flashcard, e.g. a flashcard of a car.

Ask the students questions about the flashcard that would get a 'no' response, e.g. 'Is it a motorbike?'

Every time the students answer no (e.g. No, it isn't.), they take one step forward.

When the students are close to you, ask them a question about the flashcard that would get a 'yes' response, e.g. 'Is it a car?'

When the students answer 'yes', you chase the students and try to tag them out before they reach the wall at the other end of the room.

Whoever is tagged is out of the game.

Repeat the game with a new flashcard and so on.

The last student left in the game wins.

You can also play the game with a strong student being Mr Wolf, or you can have the students who are out of the game become wolves and help you ask questions and chase students.

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