

Activity Type

Vocabulary and Speaking Game: guessing, asking and answering questions from prompts, controlled practice (pair work)

Focus

Basic adjectives

Aim

To help students use basic adjectives to describe everyday items and ask simple yes or no questions to guess a partner's choices.

Preparation

Make one copy of the worksheet for each student.

Level

Beginner (A1)

Time

25 minutes

Introduction

In this adjectives game, students choose adjectives for common items, then ask yes or no questions to guess their partner's choices.

Procedure

Divide the students into pairs.

Give each student a copy of the worksheet.

Tell the students not to show their worksheet to their partner.

First, students fill in their 'Your items' grid by deciding whether each item is big or small, cheap or expensive, and old or new, ticking one adjective for each item.

Students then take turns guessing the adjectives for their partner's items by asking yes or no questions, e.g. 'Is your T-shirt big?'

Students have one guess per adjective pair: size, price, and age.

Their partner replies with a short answer, e.g. 'Yes, it is.' or 'No, it's small.'

If the answer is yes, the student puts a tick in the appropriate box. If it is no, they put a cross.

After three guesses for one item, the students swap roles.

When the students have finished, they add up their ticks in their 'Your partner's items' grid.

The student with the most ticks wins the game.

A. These items are yours. Choose three adjectives (describing words) for each item (one from each pair) by ticking the boxes. Do not show your partner your worksheet.

Your items

Items	big	small	cheap	expensive	new	old
T-shirt						
book						
bag						
watch						
cup						
camera						
phone						
car						

Your partner's items

Items	big	small	cheap	expensive	new	old
T-shirt						
book						
bag						
watch						
cup						
camera						
phone						
car						

B. Now, guess three times for each of your partner's items: big or small, cheap or expensive, new or old. If your partner answers 'Yes', put a tick (✓). If your partner answers 'No', put a cross (X). After three guesses for one item, swap roles.

Example: A: Is your T-shirt big? B: Yes, it is. / No, it's small.