

## Activity Type

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

## Focus

Adjectives of feeling and emotion

Family vocabulary

Yes/no questions

## Aim

To play a game of Battleships using adjectives of feeling and emotion and family vocabulary.

## Preparation

Make one copy of the worksheet for each student.

## Level

Elementary (A1-A2)

## Time

25 minutes

## Introduction

In this fun adjectives of feeling and emotion game, students play Battleships using family vocabulary and adjectives of feeling and emotion.

## Procedure

Tell the students that they are going to play a game of Battleships using adjectives of feeling and emotion and family vocabulary.

Demonstrate the activity by writing 'your mother' and 'happy' on the board.

Elicit the yes/no question 'Is your mother happy?' from the students.

Elicit the possible answers 'Yes, she is' and 'No, she isn't'.

Next, divide the students into pairs. Give each student a copy of the worksheet.

Have the students sit back to back, so they can't see each other's worksheets.

Students begin by marking the following ships horizontally or vertically on their 'My ships' grid:

|                             |                           |
|-----------------------------|---------------------------|
| 1 carrier (five squares)    | 1 cruiser (three squares) |
| 1 battleship (four squares) | 1 submarine (two squares) |

When the students have finished, they take it in turns to choose a square on their 'My partner's ships' grid.

However, instead of giving a grid reference to find a ship, the student makes a yes/no question using the corresponding family vocabulary and adjective of feeling or emotion, e.g. 'Is your mother happy?'

Their partner listens to the question, looks at their 'My ships' grid and answers according to whether it is a hit or miss.

If it is a hit, their partner replies 'yes', e.g. 'Yes, she is'.

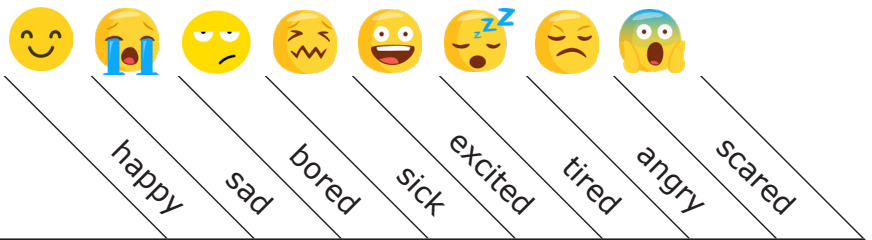
If it is a miss, their partner replies 'no', e.g. 'No, she isn't'.

The student then marks the square with an 'H' for hit or 'X' for miss.

The first student to sink all their partner's ships wins the game.

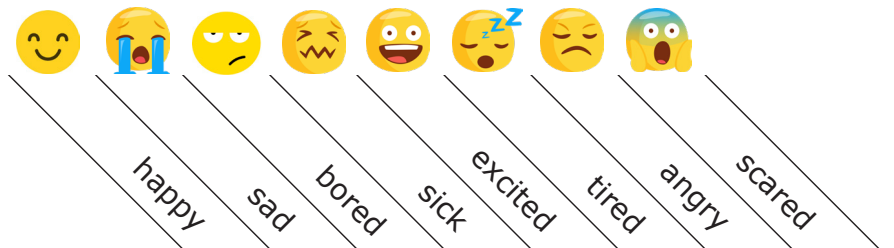
# Feelings Battleships

## My ships



|                | happy | sad | bored | sick | excited | tired | angry | scared |
|----------------|-------|-----|-------|------|---------|-------|-------|--------|
| my mother      |       |     |       |      |         |       |       |        |
| my father      |       |     |       |      |         |       |       |        |
| my sister      |       |     |       |      |         |       |       |        |
| my brother     |       |     |       |      |         |       |       |        |
| my grandmother |       |     |       |      |         |       |       |        |
| my grandfather |       |     |       |      |         |       |       |        |
| my cousin      |       |     |       |      |         |       |       |        |
| my friend      |       |     |       |      |         |       |       |        |

## My partner's ships



|                  | happy | sad | bored | sick | excited | tired | angry | scared |
|------------------|-------|-----|-------|------|---------|-------|-------|--------|
| your mother      |       |     |       |      |         |       |       |        |
| your father      |       |     |       |      |         |       |       |        |
| your sister      |       |     |       |      |         |       |       |        |
| your brother     |       |     |       |      |         |       |       |        |
| your grandmother |       |     |       |      |         |       |       |        |
| your grandfather |       |     |       |      |         |       |       |        |
| your cousin      |       |     |       |      |         |       |       |        |
| your friend      |       |     |       |      |         |       |       |        |