

Activity Type

Listening and speaking activity, pairwork

Language Focus

Past simple yes/no questions and short answers

'Did you...?'

'Yes, I did' 'No, I didn't'

Places

Aim

To ask past simple yes/no questions with 'Did you...?' in order to find out where a classmate went.

Preparation

Make one copy of the cards for each group of four and cut as indicated.

Level

Pre-intermediate (A2)

Time

35 minutes

Introduction

In this past simple yes/no questions activity, students play a guessing game where they ask a classmate 'Did you...?' questions in order to find out where they went.

Procedure

Write the places from the worksheet on the board. Check the students understand the vocabulary by asking them what people do or buy in these places.

Leave the names of the places up on the board for students to refer to during the first few minutes of the activity and then rub them off.

Divide the students into groups of four.

Give each group a set of cards. Ask the students to shuffle the cards and place them face down in a pile on the desk.

Split each group of four into teams of two (Team A and B). Have the pairs sit facing each other.

One student from Team A starts by taking a card from the top of the pile. The card shows where the student went.

Team B then tries to find out where the student went by asking them past simple yes/no questions with 'Did you...?'

For example, 'Did you watch a movie?' 'Did you buy a phone?' 'Did you go swimming?' Etc.

The student replies accordingly with 'Yes, I did' or 'No, I didn't'.

If the student replies 'Yes, I did', Team B says the name of the place they think the student went or asks another past simple yes/no question for confirmation.

If Team B guesses correctly, they win the card.

Team B can ask a maximum of ten questions per card. If they don't find out where the student went after ten questions, the card is put back at the bottom of the pile.

Then, a student from Team B takes a card and it's Team A's turn to ask the questions.

This process continues until all the cards have been used.

The team with the most cards at the end of the game wins.

hospital

internet cafe

florist

bus station

school

library

cinema

bookstore

coffee shop

museum

park

zoo

nightclub

supermarket

post office

newsstand

airport

bank

art gallery

phone shop

football
stadium

gym

restaurant

pharmacy

clothes shop

swimming
pool

train station

beach

pub

sports centre