

## Activity Type

Miming and speaking activity, pair work

## Focus

Reported speech

Imperatives

## Aim

To guess what your classmates were told to do using reported speech.

## Preparation

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

## Level

Pre-intermediate (A2)

## Time

25 minutes

## Introduction

Here is a reported speech game to play in class. In the activity, students play a miming game where they guess what their classmates were told to do using reported speech.

## Procedure

Demonstrate the activity by inviting students to come to the front of the class one at a time and whispering a command in their ear, e.g. close the door, don't turn off the radio, etc.

Students then mime the command to the class. If the command is negative, the students make an X by crossing their arms before they do the mime.

The class then guesses what you told each student to do using reported speech, e.g. 'You said to close the door'. 'You said not to turn off the radio', etc'.

Explain that the students are going to play a similar game in groups.

Divide the class into groups of four. Split each group into two competing pairs. If possible, have each pair consist of a male and female to help the students practice 'He said...' and 'She said'.

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.

Pairs take it in turns to play. One student picks up a card and whispers the command on the card to their partner.

Their partner mimes the command to the other pair of students.

If the command is negative, the student makes an X by crossing their arms before they begin the mime.

The other pair of students watch the mime and try to guess what the student told their partner to do. The pair then uses reported speech to say what they think the command was, e.g. 'He/she said to close the door'.

The pair has one minute to guess what the student told their partner to do. If they manage to do this and make a suitable sentence with reported speech, they score a point.

The pairs then swap roles and the process is repeated. Students play until there are no more cards left. The pair with the most points at the end of the game wins.

turn off the music

come in and sit down

make me a cup of tea

turn on the light

don't answer the phone

wash the dishes

don't come in

pick up your bag

open the window

do your homework

take the dog for a walk

don't speak English

make me breakfast

don't play the piano

clean the house

don't drive fast

don't look out the window

listen to me