

Topic:	What I am (in New York)?	
Teacher's	To develop accuracy. To practice forming questions	
Aims:	To develop accuracy. To practice forming questions	
Learning	To use question forms commetty. To learn and/or review vecchulens	
Objectives:	To use question forms correctly. To learn and/or review vocabulary.	
Materials	Printed cards (best if printed on cardboard), Blu-tack or any other reusable	
	adhesive, timer.	
Assessment	Informal assessment	
Periods	1 period	
Sources	All photographs taken by Fabiana Farias	
Authors	Fabiana Farias	
License	Attribution 4.0 International (CC BY 4.0)	

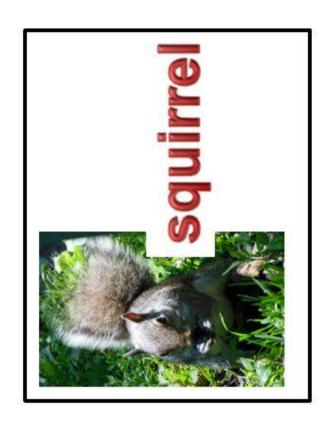
Timing	Stages	Interactions St/T- T/st/s- St/st	Aims
	Warm-up Students brainstorm on: Things seen in New York Remind students of films and geography lessons.		To activate prior knowledge.
	Development: 1) Explain objective of the game: to guess what you are. 2) Rules to explain. You can print the Rules poster and stick it on the board. 1. Pick a card and stick on your forehead with Blu tack. 2. Only YES/NO questions are accepted 3. One question is asked to each participant while the round lasts. 4. If you try to guess and you are wrong, you miss your turn. 5. If you guess and still have time, take a new card. 6. If you guess the object, keep the card. 7. The student with most cards wins. 8. Start a new game and keep playing! Without seeing it, they should ask YES/NO questions and try to		To set the rules.



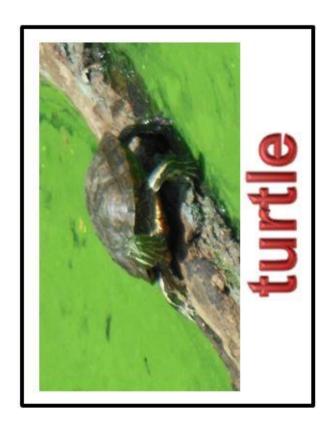
It might be a good idea for the teacher to play one card first.	To foster the use of questions.
Speaking 3. Elicit sample questions to be used. 1. Am I an animal? 2. Am I food? 3. Am I a means of transport? 4. Am I big? 5. Can I fly? 6. Have I got wheels? 7. Am I red? 8. Do I use petrol? Let students take turns to go to the front and play. Each student should take a card from the pack and place it on their forehead.	To provide Scaffolding. To speak and have fun.
Post-game: OPTION 1 Discuss which card objects they prefer and why. OPTION 2 Create different sets for different cities or thematic units (animals, famous people, etc.) Reflections / comments This is space is to be used after the lesson is delivered by the teacher. Thinking about what happened in a lesson is a way to improve our teaching practice.	











www.uruguayeduca.edu.uy

pág. 3













Published: 6th September, 2017



Esta obra está bajo una Licencia Creative Commons Atribución-Compartirlgual 4.0 Internacional.