

Cloud nine

Activity

Pair work, whole class, group work or individual work.

Students move along the playing field from Start to Finish, answering questions from the worksheets.

Focus

You may choose any of the following constructions to be the focus of the game:

- Present Simple (Worksheet A)
- Present Continuous (Worksheet B)
- Present Perfect (Worksheet C)
- Past Simple (Worksheet D)
- Means of expressing Future (Future Simple, 'to be going to', Present Continuous for arranged events) (Worksheet E)

Preparation

You can print one worksheet with questions per student and one playing field for all students. If your students can see a computer screen, they can play by looking at the screen instead of the printed worksheets.

You will also need a coin and a set of bits representing each student to move along the playing field. They can be buttons, paper clips or any other small objects.

If you choose to play using a computer screen instead of the printed worksheets, you won't need any objects to move along the playing field, but you will still need a coin. You will also need a piece of paper to write down the place where students stop after they make a move.

You will need a watch if you are going to play the game with an individual student.

Procedure

Pair work

- Explain that students are going to play a table game where they need to go from Start to Finish along the playing field, answering questions for each step they make.

- Hand out the worksheet with the questions you want to practice (Present Simple, etc). If you choose to play using a computer screen, only make sure all students can see the screen well.
- Divide your class into pairs.
- Hand out one playing field per pair.
- Students place their object on the Start step of the playing field.
- Students take turns in throwing a coin. If the coin lands heads up, the student moves her object one step forward along the playing field. If the coin lands tails up, the student moves two steps forward along the playing field.
- The student then reads the question from the worksheet for the step she moved onto. If she can answer the question correctly, she stays on that step. If she can't answer the question correctly, she moves back to the step she was on before.
- If your students don't have printed worksheets and a playing field, and are playing using a computer screen, they write the step they stop on down on a piece of paper.
- All students should make an equal number of moves. This way it doesn't matter who starts the game first.
- The student who gets to the Finish first is the winner.

Whole class

- Explain that students are going to play a table game where they need to go from Start to Finish along the playing field, answering questions for each step they take.
- Give the worksheets you want to practice (Present Simple, etc) to each student. If you choose to play using a computer screen, only make sure all students can see the screen well.
- Place the playing field in the middle so that all your students can see and reach it.
- Students place their object on the Start step of the playing field.
- Students take turns in throwing a coin. If the coin lands heads up, a student moves her object one step forward along the playing field. If the coin lands tails up, a student moves two steps forward along the playing field.
- The student then reads the question from the worksheet for the step she moves onto. If she can answer the question correctly, she stays on that step. If she can't answer the question correctly, she moves back to the step she was on before.
- If your students don't have printed worksheets and a playing field, and are playing using a computer screen, they write the step they stop on down on a piece of paper.
- All students should take an equal number of moves. This way it doesn't matter who starts the game first.

- The student who gets to the Finish first is the winner.

Group work

- Explain that students are going to play a table game where they need to go from Start to Finish along the playing field, answering questions for each step they take.
- Hand out the worksheet with the questions you want to practice (Present Simple, etc). If you choose to play using a computer screen, only make sure all students can see the screen well.
- Divide the class into groups.
- Each group places one object, which represents the whole group, on the Start step of the playing field.
- Groups take turns in throwing a coin. If the coin lands heads up, a student moves her object one step forward along the playing field. If the coin lands tails up, a student moves two steps forward along the playing field.
- Students of one group take turns in reading and answering questions from the worksheet for the step the group moves onto. If the student, who is answering the question, answers the question correctly, the group stays on that step. If the student can't answer the question correctly, the group moves back to the step the group was on before.
- If your students don't have printed worksheets and a playing field, and are playing looking at the screen only they write the step they stop on down on a piece of paper.
- All groups should take an equal number of steps. This way it doesn't matter which group starts the game first.
- The group which gets to the Finish first is the winner group.

VARIATION: Instead of choosing one student of the group to answer one question for the step, all students of the group answer the question one by one. The group then stays on a new step only if all members of the group answered the question correctly.

Individual work

- Explain that your student is going to play a table game where she needs to go from Start to Finish along the playing field, answering questions for each step she takes.
- Give your student the worksheet with the questions you want to practice (Present Simple, etc).
- Place a playing field in front of your student. If you choose to play using a computer screen, only make sure your student can see the screen well.
- The student then tells you how quickly she thinks she will go from Start to Finish.
- The student then places an object on the Start step of the playing field. Record the time when the game begins.

- The student throws a coin. If the coin lands heads up, the student moves her object one step forward along the playing field. If the coin lands tails up, the student moves two steps forward along the playing field.
- The student then reads and answers questions from the worksheet for the step she moves onto. If the student answers the question correctly, she stays on that step. If the student can't answer the question correctly, she moves back to the step she was on before.
- If your student doesn't have printed worksheets and a playing field, and is playing looking at the screen, she writes the step she stops on down on a piece of paper.
- If the student manages to get to the Finish in the planned time she wins.

Extra ideas

If you have only one student or one student without a pair for the game, you can play this game together with your student using the instructions from the pair work section.

The book also provides empty worksheets (F and G) in case you want to practise other constructions. You can write your own tasks there.