

9A Teacher's notes Tell me about your ...

Activity: Game

Language point: Describing people; *like* (Unit 9, Section A)

Time: 15–20 minutes

Materials: Die and one set of cards for each group of students, cut along the dotted lines.

Procedure:

- Elicit the different uses and meanings of *like* as described on page 109 of the Student's Book and write them on the board.
- Divide the class into groups of three or four and give each group a die. Explain that 1 and 2 on the die represent *be like*, 3 and 4 on the die represent *look like* and 5 and 6 on the die represent *like (doing)*.
- Give each group one set of cards and put them face down in a pile on their table. Explain that students need to take turns to roll the die and pick up a card from the top of the pile. Students then need to ask a question to the student on their left using the language on the card and the use of *like* that they rolled on the die. For example:
Dice roll: 3 = *look like*
Card: *your mum*
Question: *What does your mum look like?*

- If the student answers the question in the correct way, they get the card. If the student answers in the wrong way (i.e. using a different meaning or use of *like*) the question card should be put at the bottom of the pile. The next student then asks their question.
- While students are doing the activity, walk around and listen for any problems with grammar, vocabulary or pronunciation. Listen out for good language use, too. Make notes and give feedback to the class after they have finished the activity.
- The winner is the student with the most cards at the end of the game.