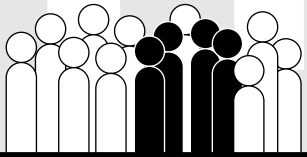


14.2



Level

intermediate – upper-intermediate

Class size

groups of three or four

Language focus

sentence patterns after various reporting verbs.

Pronunciation

weak form: *that* /ðət/  
linking: *asked if* /aːsktɪf/

Preparation time

5 minutes

Game time

30 minutes

unit 14 What someone said

# No more than seven words

## Before class

Copy the **Prompt cards** (p.115) so that there is one for each member of the class.

## In class

1 This is a game which requires learners to report what others say and becomes a game of memory as it progresses.

2 Divide the class into groups of three or four and give one **Prompt card** to each learner. Ask learners to complete their **Prompt cards** with simple sentences for each prompt, each one no more than seven words. For example:

**Promise:**  
*I'll save you a seat.*

**Ask a question:**  
*Have you got any change?*

**Ask permission:**  
*Can I leave early?*

As learners do this, encourage them to help each other within their groups and go around the groups yourself helping with any problems. When they have completed their **Prompt cards**, you are ready to begin the game.

3 The aim of the game is to report correctly as many things said to you as possible.

4 Give each group a letter (A, B, C etc.) and write these letters on the board so that you can keep score. Nominate one player from group A to read out a prompt and one player from group B to report what is said, requested, asked of him/her etc. For example:

Team A: *Have you got any change?*  
Team B: *He/she asked me if I had/have any change.*

Only allow the prompt to be read once. If the player from group B gets it right, he/she scores two points for his/her group. If not, the first player to shout out the correct answer from one of the other groups wins one point for his/her team.

Nominate a player from group C to read a prompt to a player from group D etc. Continue like this until all players have had a go at reporting.

Following this, you can increase the difficulty of the game by asking two players from one group to read prompts consecutively and nominating a player from another group to report both of them. Score one point for each correct answer.

5 The winning group is the one with the most points at the end of the game.

14.2 No more than seven words

Prompt cards

Ask permission:

Promise:

Ask a question:

State a fact:

Demand something:

Ask the time:

Apologise:

Make a prediction:

Make a suggestion:

Ask a question:

Introduce yourself:

Announce something:

Ask for something:

Inquire about someone's health:

Make a suggestion:

Agree with someone:

Tell someone the time:

Make an excuse:

Ask about a friend:

Disagree with someone:

Ask the price:

Make a promise:

Wish for something:

Make a prediction:

Ask permission:

Ask 'why':

Apologise:

Give advice:

Give an order:

Warn someone:

Make a guess:

Offer someone something:

Threaten someone:

Ask 'where':

Demand something:

Refuse permission: