

## 3.8

## PRIMARY COMMUNICATION BOX

## Chat about

## ACTIVITY TYPE

small groups game

## LANGUAGE FOCUS

personal information

## LEVEL

3

## AGE RANGE

11–12

## TIME

30 minutes

## MATERIALS

a copy of the *Chat about* worksheet per small group, dice, counters

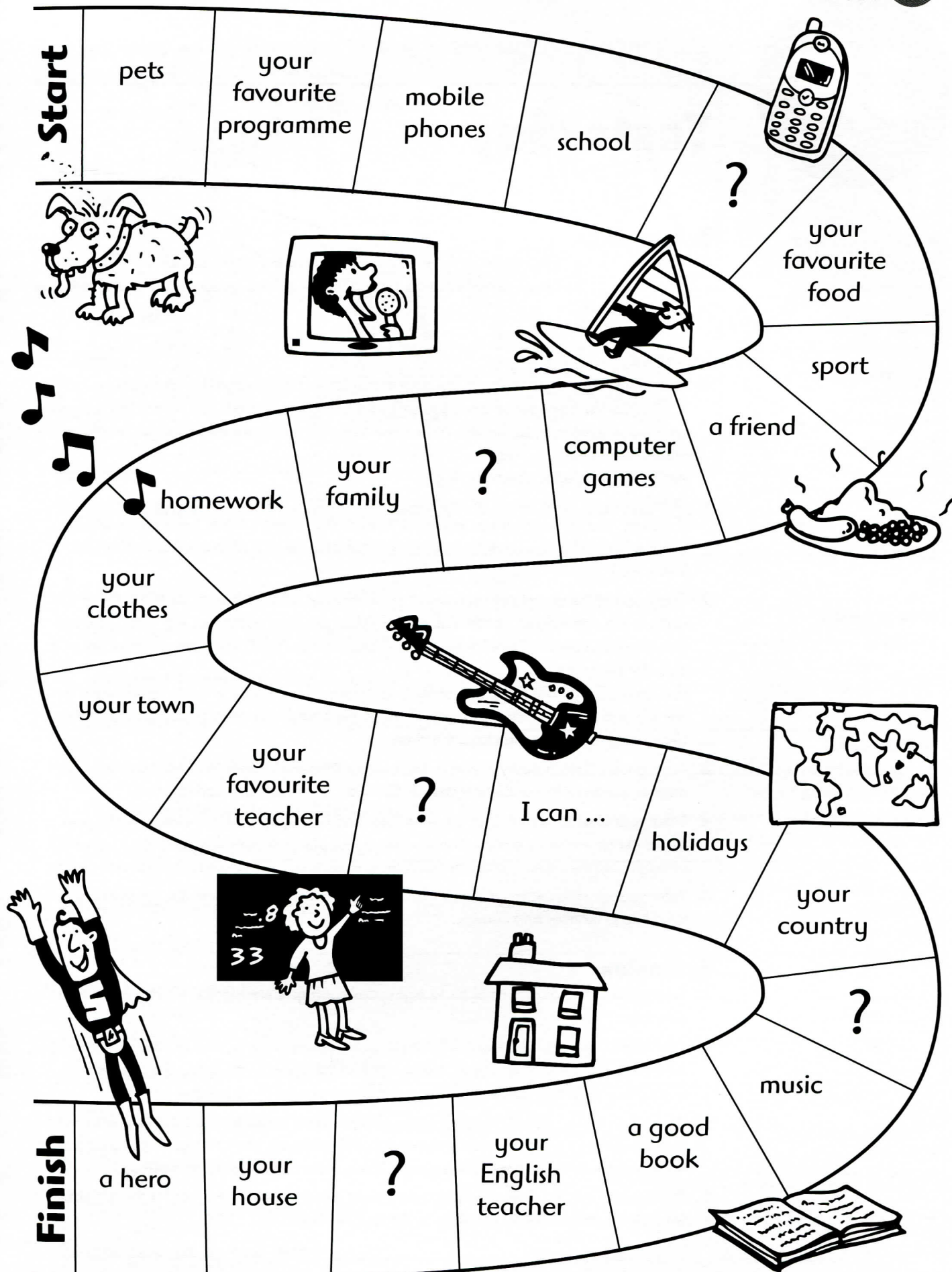
## Before class

Make a copy of the *Chat about* worksheet for each group of three or four pupils.

## In class

- 1 Arrange the class in small groups (maximum four pupils) working around a table.
- 2 Explain the rules. This can be done by example.
  - Players must go around the board from Start to Finish by rolling the dice and moving forward the number of squares according to the dice.
  - They must then talk about the subject they land on. Depending on the level of your group, give them a minimum time they must speak for, for example one minute. If they succeed in talking for a minute they stay where they are. If they do not talk long enough they return to their previous square.
  - The '?' square means that the other group members must each ask the player a question. The questions can be about anything, as simple as *What's the name of your pet?* or as complicated as *What do you think about global warming?* The group decide collectively if the questions have been answered adequately, in which case the player can stay on that square; if not, the player must return to his or her previous square.
  - If there are any disagreements then the teacher is the judge.
  - To start, they all roll the dice, and the player with the highest number starts.
  - The player on his or her left continues.
  - Set a time limit. If any pupils reach the Finish early, they go back to the start and continue playing.
- 3 Encourage pupils to use English for communicating while they play by teaching/ revising some essential phrases beforehand, e.g. *Whose turn is it? It's my turn. You're the winner. Is that long enough? You need to talk for longer. Ask me a question.*
- 4 Give each group their board, counters and dice and let them play.
- 5 Circulate to monitor and help.

**Acknowledgement:** This game was inspired by Frederick Kippel's 'Tell us about' game in *Keep Talking* (Cambridge University Press).



(or go back to the start)