

## PRIMARY COMMUNICATION

2.11

## Snakes and ladders questions

## ACTIVITY TYPE

small group board game

## LANGUAGE FOCUS

question forms

## LEVEL

2

## AGE RANGE

9–10

## TIME

40 minutes

## MATERIALS

an enlarged copy of *Snakes and ladders questions* worksheet 1, a copy of the *Snakes and ladders questions* worksheets 1 and 2 per group of three or four pupils, dice, counters

## Before class

Make a copy of both the *Snakes and ladders questions* worksheets, 1 and 2, for each group of three or four pupils. Cut the copies of worksheet 2 into 16 question cards and 24 individual point cards. Make an enlarged copy of worksheet 1 (the game board) for demonstration. If you want to keep the game sets for later use you could copy or stick them onto card.

## In class

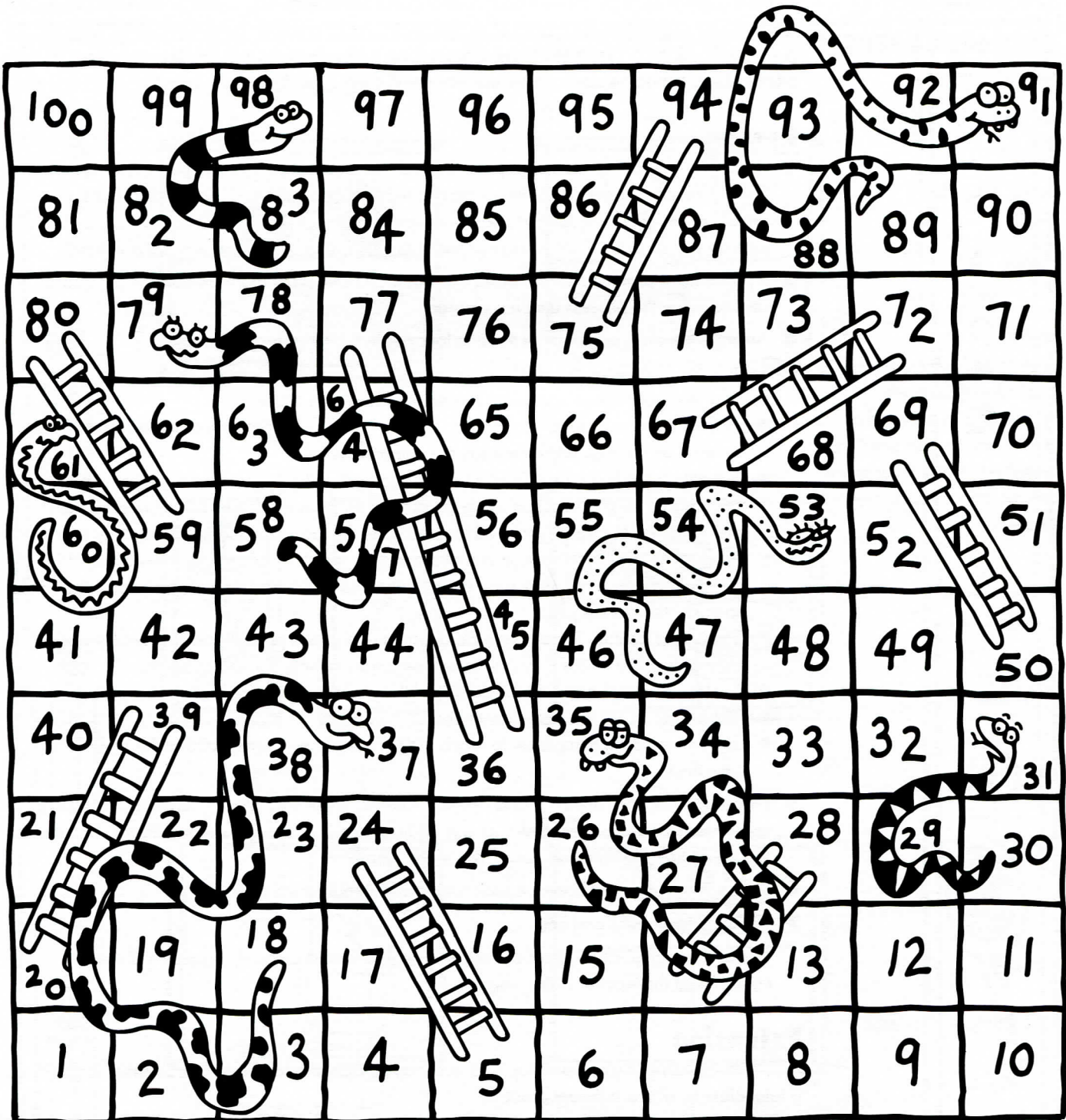
- 1 Revise the question forms that pupils will need in the game. Write some prompts on the board *What / friend / name? What time / go to bed? Like / pizza? Can / ride a bike? Have / a watch?* to elicit correctly formed questions from your class. (*What is your friend's name? What time do you go to bed? Do you like pizza? Can you ride a bike? Have you got a watch?*)
- 2 If pupils have problems with a particular question form, write more prompts on the board and continue the process until it is clearer.
- 3 Arrange the class in groups of three to four pupils working around a table.
- 4 Explain the rules. This can be done by example.
  - The 'Ask your friend' cards are placed face down on the board.
  - Players must go around the board from 1 to 100 by rolling the dice and advancing the number on the dice while they say the numbers aloud.
  - If a player lands on a snake or a ladder square they take a card from the pile. They must then form a correct question using the prompt on the card. If they are on a ladder and their question is correctly formed they go up to the top of the ladder; if not, they stay where they are. If they are on a snake and their question is correctly formed they stay where they are; if not, they slide down to the end of the snake's tail. They return the card to the bottom of the pile.
  - The player on their left answers the question and gets a point if they answer correctly. If they collect five points they are 'safe' from an incorrectly formed question.
  - To start, all the players roll the dice, and the player with the highest number goes first.
  - The player on his or her left continues.
  - The winner is the first player to reach 100 or the player nearest 100 at the end of the time limit.
- 5 Encourage pupils to use English for communicating while they play by teaching or revising some essential phrases beforehand, e.g. *Whose turn is it? Can you repeat that? I think that's wrong. What do you think, Susie? You're the winner.*
- 6 Give each group their board, counters and dice and let them play.
- 7 Circulate to monitor and help.

**Note:** Correct question forms are allowed or disallowed by group members. If there is conflict then the teacher is the judge.

## Extension

With better groups you can ask pupils to make up more 'Ask your friend' cards either to use in a later class or with a different group.

'Ask your friend' cards



How old / mum?				How old / dad?			
What / mum / name?				What / dad / name?			
When / birthday?				Where / live?			
What time / get up?				What time / go to school?			
What time / have lunch?				What time / finish school?			
like / chocolate?				like / apples?			
have / pets?				have / brothers or sisters?			
can / play piano?				can / drive car?			
1 point	1 point	1 point	1 point	1 point	1 point	1 point	1 point
1 point	1 point	1 point	1 point	1 point	1 point	1 point	1 point
1 point	1 point	1 point	1 point	1 point	1 point	1 point	1 point