



# QUESTION STEPS

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## ROUND BASEBALL

The objective of the games is to practice asking questions spontaneously and accurately in a FUN WAY!

Divide the group into two teams. Each group thinks of a question word they will give the opposing team. The first team starts.

One person from this team runs to the board, slaps his/her hand on the question word they have chosen for the opposite team and begins running around the board twice. During this time, the opposite team needs to think of a question with this word and ask it.

If they manage to ask a correct question, they get one point, if they don't, they do not get a point. Then, the opposite team does the same. Each time a different person from the team needs to ask the question.

When all question words have been chosen, the next round starts and the teams decide about not only a question word but also an auxiliary verb.

The rules are the same as in the first round. The game finishes when all students have taken part in the game or one team reaches a score decided at the start.

The team with the highest number of points, wins.

Alternatively,

The team that reaches the decided upon winning score first, wins.

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## NASTY RICHIE

One person is chosen to be the Nasty Richie.

Richie stands on the question mark and the students stand around the board, each in front of one question word.

Nasty Richie says the sentence and then the name of a student. The person who was called needs to create a question with the question word he/she is standing at. If this question does not match the sentence, she does not lose a point but says the name of a person who, in his/her opinion, stands at the right question word. If the next person says the correct question, they both get one point each. If the second person asks a wrong question, they both do not get a point.

Nasty Richie says another sentence (in a different grammar structure or tense).

When Richie has called all the students, the game ends.

The person with the highest number of points, wins.

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## YOUR CHOICE

The objective of the game: to match the correct question word to the answer.

The teacher or the students prepare 6 sets of 6 cards with a word on each of them.

Set 1: PLACES: at work, in the cinema, in the restaurant, in the classroom, in the kitchen, etc.

Set 2: DATE OR TIME: IN 2010, AT 7.30, ON Monday, at the weekend, in the morning, etc.

Set 3 : PEOPLE: my friend, Juliet, My mum, Paul, etc.

Set 4: DURATION: 5 hours, two weeks, 10 minutes, 1 year, all weekend, etc.

Set 5: THINGS/OBJECTS: a sandwich, a car, a bicycle, a mobile, a book, etc.

SET 6: POSSESSIVE'S: Peter's girls' Mum's, my cat's, hers, etc.

The students mix the cards and put them in the middle of the board, on the question mark, face down. Divide the group into two teams. The first team starts.

One person from the group runs to the board takes the card from the pile and reads it out and steps on the question word that matches the word on the card. If the question word is correct, the team gets the point. If the question word is wrong, they do not get the point. The group has the chance to get an extra point if the person steps on the auxiliary verb and creates the full interrogative sentence. Then the group changes.

REMEMBER each time another person runs to the board. All students need to participate in the game! The game finishes when all students have taken part in the game or reaches a score decided at the start.

The team with the highest number of points, wins.

Alternatively,

The team that reaches the decided upon winning score first, wins.

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## DOUBLE CIRCLE

The students are divided into two teams.

One team stands on the question words, the other stands on the auxiliary verbs. Each person on a separate question word or auxiliary verb.

When the game starts, students who are standing on the outer circle, need to ask a question with the word they are standing on and the person in front of them is standing on. Then the outer circle moves clockwise one space. And now the students from the inner circle ask the questions with the words on which they are standing on and the person behind them is standing on.

Next the outer circle moves again, then the students from the outer circle ask the questions. They take turns every time they move.

The game ends when the students meet with a person they started with.