

# ASK!

## DON'T STRAY!

### GAME INSTRUCTIONS



## GAME INSTRUCTIONS FOR “ASK! DON’T STRAY”

Game contents:

- 60 cards with characters and activities (6 cards from each of the 10 jobs)
- 10 cards with the categories in which we ask questions
- 10 large cards with the names of jobs and the activities we ask about in a given job group
- 10 cards with question words

**The objective of the games is to practice asking questions in English using various grammatical structures.**

### VERSION I:

**Number of players 3-10 | Level of players: A1 – B2**

To play, choose as many jobs as there are players: if 4 people are playing, choose 4 large cards with the names of jobs, also the corresponding small, double-sided cards with characters and activities.

Shuffle the small cards well so the jobs are mixed up.

1. Deal an equal number of cards with characters to each player.
2. Put the cards with question words on the table.
3. Each player draws the job card he/she is going to collect.

### IMPORTANT! DON'T SHOW ANYONE WHICH JOB YOU HAVE CHOSEN!

4. To start, decide the category or categories in which to ask questions (e.g. Life Experience, Last Weekend Activities, Appearance, etc.). Those categories can be drawn randomly or each player can decide on one.
5. Players can ask ONLY about the things contained on the job cards.

To ask about appearance, base your questions on the picture of the character.

Sample questions:

#### EVERYDAY ACTIVITIES

**Does** he/she **swim** in the pool? **Does** he/she **do** origami?

#### LIFE EXPERIENCE

**Has** he/she **swum** in the ocean? **Has** he/she **been** camping?

#### LAST WEEKEND ACTIVITIES

**Did** he/she **work** out at the gym? **Did** he **have** a birthday party?

## BEFORE LEAVING FOR WORK YESTERDAY

**Had** he/she **ironed** his/her clothes? **Had** he/she **planned** his/her day?

## BETWEEN 8-10 p.m. YESTERDAY

**Was** he/she **painting** his/her room? **Was** he **catching** flies?

## AT THE MOMENT ACTIVITIES

**Is** he/she **dreaming** of a holiday? **Is** he **talking** to his/her child?

## FUTURE PLANS

**Is** he/she **going to** paint a picture? **Is** he/she **going to** buy a house?

6. Players take turns, asking questions in a clockwise direction.

7. During each turn, a player has two options:

1) To ask any other player a question to try to win a card from him/her

2) To put down one card from his/her hand that do not fit his/her set. IMPORTANT!

After setting those cards aside, the player cannot ask about the activities and skills they contain.

8. Each player asks another player of his/her choice a question.

E.g.: If the chosen category is "EVERYDAY ACTIVITIES", he/she may ask:

Does she/he **cook**?

The player who is asked a question looks at his/her cards, finds the category "EVERYDAY ACTIVITIES" and looks for a person who cooks.

a) If he/she has 1 card with such a person he/she says:

Yes, he/she does. Ask more!

To get a card, the person who asked the question needs to choose one of the cards with the question word which would match his/her question E.g.:

**WHEN** does she/he cook? or **WHERE** does she/he cook?

The opponent should make up an answer.

Now the players exchange the cards. The player who asked the questions, gets a card from the opponent but he/she needs to give up cards from his/her hand, in return.

b) If the player has 2 or more cards with a person who cooks, he/she leaves only those cards in his/her hand, setting the others aside on the table face down, and saying:

- I've got TWO cards with a person who cooks. Choose one and ASK more!

Next the rules are the same as in "a)"

Each player has the same number of turns - if one player finishes (collects all of the characters from a job group), the game continues. It is possible for more than one player to finish the game in the same round, in which case there are a number of equal winners.

The game continues until all categories have been collected, or ends at the moment when one or more players collect a full category.

## VERSION II:

**Number of players: 2 | Level of players: A1 – B2**

Choose 3 large cards with the names of jobs, as well as the corresponding small, double-sided cards with characters and activities.

The rules are the same as in the VERSION I.

## VERSION III:

**Number of players: 2 - 3 | Level of players: A1 – B2**

The objective of the game is to generate the greatest number of questions in English using various grammatical structures based on the information you have memorised.

At the beginning, the players decide what information they are going to try to remember. In the simple version, they use the pictures side of cards (e.g. description of a character, age, nationality); in the harder version, the activities side (e.g. usual activities, experience, future plans). The category can be drawn randomly or selected.

One player lays out 6 cards from any job group. Then, for one minute, he/she tries to memorise as much information as possible. After the minute ends, the player's opponent collects the cards, and the first player asks questions based on the information memorised. The opponent checks the correctness of the questions. He/She also counts the number of questions. Then the other player has a turn. The player who asked the most questions correctly wins.

The need to memorise a lot of information in a short period of time forces the players to concentrate. Learning words and expressions occurs "by the way", while the speed of the game guarantees a lot of fun.



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