

WHAT WE CAN DO

Kids play in pairs. This game can also be played in teams. In this game, there is one person asking questions (Player Q) and the other person answering questions (Player A).

Before playing the game, revise or pre-teach the vocabulary used in the activity.

Decide who will be Player Q and Player A.

You can set a time limit (e.g. five minutes) for each round.

Player Q says a grid number, and asks:

1A. What can't she do? or **1B. What can he do?**

Player A has to find the right box, then answer, for example, **1A. She can't swim well.**

Each correct answer gains one point. In the next round players change roles for further practice.

The player with the most points at the end is the winner.

?	A	B	C	D
1	 swim well	 play the guitar	 play tennis	 play the guitar
2	 do jobs	 ride a bike	 dance well	 play the violin
3	 skate well	 play football	 ride a bike	 swim well
4	 play tennis	 play football	 play the violin	 skate well

Player Q



1 B.
What can he do?

Player A



1 B...
He can play
the guitar.

MATERIALS

?	A	B	C	D
1	 swim well	 play the guitar	 play tennis	 play the guitar
2	 do jobs	 ride a bike	 dance well	 play the violin
3	 skate well	 play football	 ride a bike	 swim well
4	 play tennis	 play football	 play the violin	 skate well

a game board

Preparation

Print out a game board. If you want, you can stick the printout onto the heavy paper.

You can laminate your game board for future use.