

Actions and adverbs of manner make me say dice games

Warmer

Ask personal yes no questions to the teacher and/ or other students. You get one point if they say "Yes (I am/ I do/ I can/ I...)" but no points if they say "No (I...)", "I don't know", etc.

Game 1 – actions make me say yes dice game

Do the same, but this time first rolling a dice to decide which of these yes no questions you must ask:

1. Are you...?
2. Do you...?
3. Can you...?
4. Are you...?
5. Do you...?
6. Can you...?

Ask about any questions which you couldn't make, are not sure how to answer, etc, working together to make suitable questions and answers each time.

Game 2 – adverbs of manner make me say yes dice game

Do the same, but this time asking about how they do or how they can do things with questions including one of the words below. You can use any other words you like ("Can you run fast?", "Do you shout loudly?", etc).

1. fast/ quickly
2. slowly
3. loudly
4. quietly
5. well
6. badly

Ask about any words above you don't understand, couldn't make questions from, etc, working together to make suitable questions and answers each time.

-----cover, fold or cut-----

Error correction

Find and correct the one mistake in each question:

1. Can you run fastly?
2. Do you walk sloely?
3. Are loudly you breathing?
4. Do you whisper quitely?
5. Can you play chess good?
6. Do you basketball badly?

Check as a class. Then change groups. Without looking above, play the same trying to get yes answers with adverbs game, this time without a dice and without any help.