

Want to questions dice challenges

Warmer

Ask and answer different personal questions as you flick a dice back and forth across the table.

Dice game 1

Roll a dice, then ask a question starting with “Do you want to” and the matching verb below that you think your partner will say “Yes, I do” to. Then take turns doing the same. If you are scoring, you get one point for each “Yes” answer that you get, as long as you used the verb correctly.

Do you want to

1. eat/ drink...?
2. go...?
3. buy...?
4. play...?
5. have...?
6. be...?

When your teacher stops you, ask about any verbs you couldn't make many questions from, etc, working together as a class to make suitable questions and answers each time.

Dice game 2

Roll a dice, then ask a question starting with “Do you want to” and ending with the matching time below that you think your partner will say “Yes, I do” to. Then take turns doing the same. You can use any verb you like each time, including any verb above and any other verb you can think of.

Do you want to...

1. ...tonight?
2. ...tomorrow?
3.at the weekend?
4. ...next month?
5. ...next year?
6. ...when you are 23/ when you are an adult/ after you finish university/ when you are older/ in the future/ someday?

When your teacher stops you, ask about any times you couldn't make many questions from, etc, working together as a class to make suitable questions and answers each time.

Change partner. This time without a dice, just ask questions about the times next to number 6 above, still trying to get positive answers. You can use any verbs you like.

Change partner again. This time only ask about future jobs, still trying to get positive answers. You can ask about any times and verbs you like.