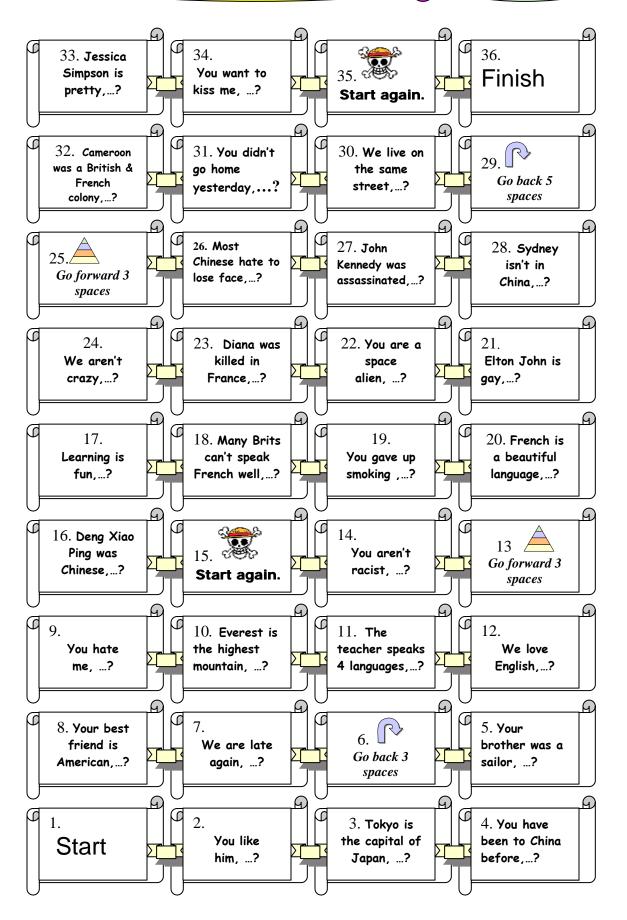
Tag Questions Game.

You like learning English, don't you?

Yes, I do.



How to play

What you need:

- 1. Make copies of the game according to the number of teams you decide to make.
- 2. Dice, (as many as the number of game boards you want to use.)
- 3. Markers or chips (get a variety of colored chips so no two students have the same colours in the same group or team?

Aim of Game: Practice asking tag questions in English.

Level: Pre-intermediate and intermediate.

Rules:

- The game follows the order of the numbers from <u>start</u> which is by default number one to <u>Finish</u> which by default is number 36.
- Roll the dice and count according to the number on the dice. Wherever the student lands, he follows the instructions in the box, for example if I roll the dice and I have the number 5, I will count 5 spaces from start and land on the box numbered 5.
- 3. Then, Start reading the sentence and make the right tag question to continue. If a player lands on 5 for example, s/he say something like this "Your brother was a sailor, <u>wasn't he</u>?"
- 4. Each player has as much as ten seconds to fully form the question, using the structure given in the box he/she lands in.(for higher level students you can reduce the time each player has to form a full tag question.)
- 5. If the question is correct then the other player must give a correct answer to enable him/her take their turn. (*N: B correct answer means well formed answers in full sentences*)
- 6. If the question is wrong, then the player looses his turn and goes back to his previous box. For example, as in box number 5, if I make a wrong question, I loose my turn and return to start.
- 7. If the player cannot form a question in 10 seconds or according to the time agreed, then he looses his turn and returns to his previous box.
- 8. If a player cannot answer a correct question s/he misses a turn to play.
- 9. If a player lands on a box with the death sign $\overset{}{\sim}$, s/he has to go back to Start.
- 10. If a player lands on a box with the pyramid sign s/he moves ahead according to the description in the box.
- 11. If a player lands in a box with the curved arrow r s / he goes back according to the description in the box.
- 12. First to finish wins the game.

Variations: The rules are just a guide; please feel free to adjust the rules of the game according to the strength of the players.

- You can use the game template and ask your students to even make their own tag questions.

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