

Games

Oh dear!



You could use this game in a **Flyers** class.

- Before the class, make a list of **problems** beginning with 'We' e.g.

We can't play our drums because Grandma's got a headache.

We burnt our chocolate cake because it was in the oven too long.

We can't ride our bicycles to the beach because the tyres are flat.

We can't play baseball today because the ground is too wet.

We wanted to sail to the island today but there's no wind.

We dropped our front door key in a pond this morning.

We can't use our laptop because our baby sister broke it.

We want to camp in our garden but our tent's got a big hole in it.

- To begin with, ask two volunteers to sit at the front of the class with their backs to the board. When you are sure that they won't see it, write one of the problems on the board. The rest of the class can see the problem of course.
- The two learners try to guess the problem by asking the class questions. It's good to have a pair doing the guess work together so they can support each other and don't feel that they are 'alone and on the spot'. Yes/no answers are best but adapt question forms according to level, time allowance and learners' motivation to play the game.
- The 'guessers' don't have to produce the exact wording, just the essence of the problem.
- Repeat with the other problems and other pairs. Make sure learners aren't feeling pressured to guess and that everyone is having fun. Encourage learners to continue trying to guess and others to continue questioning by saying things like *Great question! Well done! What an interesting question! Who wants to answer that one? Good job! Nice! You're doing really well.*
- If you want, you could divide the class into two teams and have two pairs at the front (a pair for each team). There is still only one problem though. The pairs take turns to ask questions and learners from either team can answer them. The first pair to guess the problem correctly wins and gains a point for their team.