

Non-Stop Questioning

Start

2. How high...?

3. I wonder if you...

4. When can you...?

5. Where do ...?

10. Go back 4 spaces
←

9.  Free

8. What was...?

7. Can you tell...?

6. Where were...?

11. What does...?

12. May I call...?

13. I'd like to...

14. How many...?

15. Why should we...?

20.  Free

19. Have they...?

18. Why do you...?

17. How long have...?

16. Was he...?

21. Go ahead 2 spaces
→

22. Could you tell...?

23. Can you go...?

24. Why did you...?

25.  Free

30. How long...?

29. Do you mind...?

28. How often...?

27. Go back 4 spaces
←

26. Tell us about...

31. What did you...?

32.  Free

33. Would you...?

34. Could you try...?

35. How far...?

40. How much...?

39. Can I have...?

38. Has he ever...?

37. Why did...?

36. What do you...?

41. Go ahead 2 spaces
→

42. I was wondering...

43. Did you ...?

44.  Free

45. May I know...?

Finish

49. How can you...?

48. What did you ...?

47. Have you ...?

46. What kind of...?

How to play



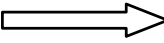
What you need:

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 a variety of questions in English.

Level: Pre-intermediate and intermediate.

Rules:

1. The game follows the order of the numbers from start which is by default number one to Finish which by default is number fifty.
2. 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. 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 question.) For example if I land on number 5 I have to make any question that starts with "Where do you...?". For example *where do you come from? Or where do you live? Or where do you usually eat lunch?*
4. 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, for example "I'm not sure", if the player doesn't know the answer.*) If the question is wrong, then the player loses his turn and goes back to his previous box. For example, as in box number 5, if I make a wrong question, I lose my turn and return to start.
5. If the player cannot form a question in 10 seconds or according to the time agreed, then he loses his turn and returns to his previous box.
6. If a player cannot answer a correct question s/he misses a turn to play.
7. If a player lands on a free box  s/he can form any question he chooses, but it must be correct.
8. If a player lands on a box with the forward arrow box  s/he moves ahead according to the description in the box.
9. If a player lands in a box with the back arrow  s/he goes backwards according to the description in the box.
10. 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.*

- For example you can discourage simple questions for higher levels.
- You can also discourage a player repeating the same answers for different questions, for example a player cannot answer: "I don't know" twice.
- preview and discuss the questions before the game if you have mixed ability students or low levels.
- students can confirm questions and answers with the teacher before saying to opponents.

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