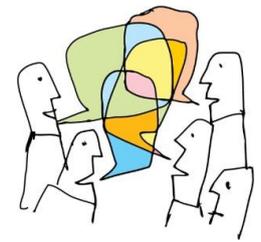


'GOING TO' BINGO



A. Are you going to _____?

B. Yes, I am.
No, I'm not.

Find classmates who can answer **YES** to the questions below.

<p>...have a party next month?</p> <p>Thomas</p>	<p>...go to a movie theater this weekend?</p>	<p>...travel to another city next week?</p>	<p>...use a computer after class?</p>	<p>...drive a car tomorrow?</p>
<p>...buy something after class?</p>	<p>...visit another country next year?</p>	<p>...write a letter next month?</p>	<p>...get married soon?</p>	<p>...study English tomorrow?</p>
<p>...go to a park next week?</p>	<p>...travel by train tomorrow?</p>	<p>FREE SPACE</p>	<p>...to spend a lot of money next week?</p>	<p>...go to a movie theater this weekend?</p>
<p>...watch TV tomorrow morning?</p>	<p>...have a test tomorrow?</p>	<p>...cook dinner tonight?</p>	<p>...visit your cousin next month?</p>	<p>...go swimming next week?</p>
<p>...drink coffee tomorrow?</p>	<p>...buy something after class?</p>	<p>...go to the library soon?</p>	<p>...talk on the telephone tonight?</p>	<p>...play a computer game after class?</p>

Grammar Focus Future: 'Going To'**Level** Intermediate

NOTES

There are several possible ways to play Bingo in the EFL/ESL class. One fun way is to distribute the Bingo sheets, have all your learners stand up and simply ask their classmates questions using the target grammar.

For example, Student A might ask, "Are you going to have a party next month?" A positive response from Student B – for example, "Yes, I am." – means that Student A can write the name of Student B (perhaps 'Thomas') in the square containing the question. A negative response – for example, "No, I'm not." – means that Thomas' name cannot be written in that square by Student A.

Student B then asks Student A that question, or any other question, and continues as above. Have your students switch partners after each has asked a question, and continue with the other classmates. Alternatively, tap the white board every few minutes and shout aloud, "Change partners!" every 2 or 3 minutes. The aim is to encourage your students to talk to as many different people as possible.

The winning student is the one who first writes a straight line of names across or down the Bingo card. You can make the game more challenging by insisting that each name must be different ... or that a certain number of squares (say, 10 or 15 squares) must be filled with names.

Wrap-up by asking 2 or 3 students about their answers. For example, "Thomas is going to have a party next month! Thomas what kind of party are you going to have?"

My Notes

