**GRAMMAR GAME**

**GOING TO**

<table>
<thead>
<tr>
<th><strong>eat lunch</strong></th>
<th><strong>watch TV</strong></th>
<th><strong>see a doctor</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>play music</strong></td>
<td><strong>wash dishes</strong></td>
<td><strong>go fishing</strong></td>
</tr>
<tr>
<td><strong>play with my dog</strong></td>
<td><strong>play soccer</strong></td>
<td><strong>cook dinner</strong></td>
</tr>
<tr>
<td><strong>do laundry</strong> (wash clothes)</td>
<td><strong>get a haircut</strong></td>
<td><strong>wake up</strong></td>
</tr>
<tr>
<td><strong>go swimming</strong></td>
<td><strong>play computer games</strong></td>
<td><strong>wash my car</strong></td>
</tr>
</tbody>
</table>

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ACTIVITY NOTES

Before your class, cut the handout into 15 squares, one set per 3 students.

Before the activity, write the following on the board:

1. Where are you going to do it?
2. What time are you going to do it?
3. Who are you going to do it with?
4. How are you going to do it?
5. Why are you going to do it?
6. Are you going to ...?

Have your students seated in groups of three and give each group a set of cards, face-down. Without looking at the pictures, each student in a group should randomly select 5 of the cards.

The activity can begin with one of the students selecting a card, and the other two students asking 'W/H' questions (on the board) to try to guess what activity their classmate is going to do tomorrow.

The student who first correctly guesses the activity receives the card. Have the activity continue with students taking turns selecting cards (answering questions) and guessing (asking questions). At the end of the activity, the player with the most cards is the winner.