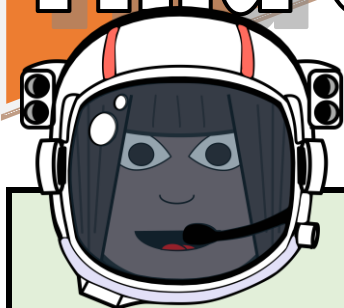


NAME: _____

DATE: _____

Find Someone Who ...



Do you want to be an astronaut?

SPACE

	CLASSMATE'S NAME	Who...? What...? Where...?	ADDITIONAL INFORMATION	When...? Why...? How...?
... wants to be an astronaut.				
... knows the name of all the planets.				
... has a telescope.				
... is afraid of aliens from other worlds.				
... looked up at the stars in the sky last night.				
... wants to live on Mars.				
... thinks space is boring.				

Do you ...?

Did you ...?

Are you ...?

Were you ...?

Yes, I do.
No, I don't.

Yes, I did.
No, I didn't.

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

Yes, I was.
No, I wasn't.

Aim Speaking practice; Grammar practice (forming 'Yes'/'No' questions)
Level Elementary to Intermediate

ACTIVITY NOTES

Lead-in

Lead-in to this activity with a quick review of 'Yes/No' questions with verbs ('Do' and 'Did') and 'be' verbs ('Are' and 'Were') – both present and past forms.

- Do/Did you + verb
- Are/Were you + noun/adjective/preposition (with place)

'FIND SOMEONE WHO' Activity – Version 1

Distribute one activity handout to each learner. Have your students stand and find different classmates to interview. When a classmate answers 'Yes', the interviewer should write the classmate's name and ask for and record additional information. For example:

- A. Do you want to be an astronaut?
- B. Yes, I do.
- A. (writes classmate's name in the box) Why?
- B. It sounds like an exciting job.
- A. (writes this information in the box)

When a classmate answers with 'No', the interviewer should leave the box empty. Another classmate may later answer 'Yes' for this question.

IMPORTANT: Be sure to *model* this activity with a student. Consider using the board to write a similar conversation as above.

'FIND SOMEONE WHO' Activity – Version 2

Although not the 'traditional' *Find Someone Who* activity procedure, I find this second version more interesting and easier to manage in class.

In this version, students are allowed to ask one classmate one question (excluding follow-up questions) – and the answer, no matter 'Yes' or 'No', is written in the box. After a mutual interview exchange, students can move on to find another classmate to speak with.

'Version 2' guarantees that every box can be filled, and that students will not stick with just one classmate in an attempt to find a 'Yes' answer.

Wrap-up

Wrap-up either version by having your learners sit down in pairs or groups of three and share the information they collected. Finally, elicit any especially interesting information your learners may have discovered.