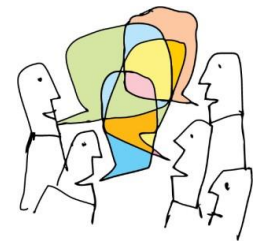


# 'GOING TO' BINGO



**A.** Are you going to \_\_\_\_\_?

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

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

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

**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*

