

NAME: _____

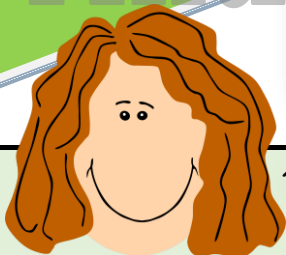
DATE: _____

Find Someone Who ...

Will you eat pizza if you are hungry tonight?

FIRST CONDITIONAL



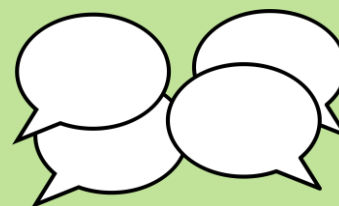
	CLASSMATE'S NAME	Who...? What...? Where...?	ADDITIONAL INFORMATION	When...? Why...? How...?
... will eat pizza if they are hungry tonight.				
... will feel happy if they get lots of homework today.				
... will use an umbrella if it rains next week.				
... will go to bed at 8:00 if they are tired tonight.				
... will take medicine if they catch a cold next month.				
... will cry if they watch a sad movie tonight.				
... will drink coffee if they are tired tomorrow.				

A: Will you eat pizza if you are hungry tonight?

B: Yes, I will!

A: What kind of food will you eat?

B: I'll eat a peperoni pizza.



Aim Speaking practice; Grammar practice (First Conditional 'Yes'/'No' questions)

Level Elementary to Pre-Intermediate (CEFR Level A2)

ACTIVITY NOTES

Lead-in

Lead-in to this activity with a quick review of 'Yes/No' questions with First Conditional.

- Will you + verb + if ... ?

'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. Will you eat pizza if you are hungry tonight?
- B. Yes, I will.
- A. (writes classmate's name in the box) What kind of pizza will you eat?
- B. I'll eat a peperoni pizza.
- A. (writes this information in the box)

When a classmate answers with 'No', the interviewer should the leave 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.