

Activity Type

Speaking Game: asking and answering questions from prompts, freer practice (group work)

Focus

Past continuous

Asking for explanations with *Why were you*...?

Giving explanations with because, in order to and so that.

Aim

To ask and answer past continuous questions about what you were doing at certain times yesterday using cards as prompts.

Preparation

Make one copy of the picture cards and time cards for each group of three or four and cut as indicated. Keep the two sets separate.

Level

Intermediate (B1)

Time

25 minutes

Introduction

In this past continuous game, students ask and answer questions about what they were doing at certain times yesterday. This activity also helps students to practice asking for and giving explanations with *because*, *in order to* and *so that*.

Procedure

Divide the class into groups of three or four.

Give each group a set of picture cards and a set of time cards. Go through the picture cards and elicit the various activities.

Ask the students to shuffle the picture cards and then deal them out equally. The time cards should be shuffled and placed face down in a pile on the desk.

The first student picks up the top time card from the pile and asks the player on their right what they were doing at that time yesterday, e.g. 'What were you doing at 6:00 a.m. yesterday?'

The player must then choose one of their picture cards, show the card to the other students and give a convincing answer that matches with the time on the card, e.g. 'I was drinking coffee'. If the answer is appropriate for that time of day, the player can discard their picture card.

If the answer is doubtful, e.g. 'I was studying English', the other students challenge the player and ask them to provide a convincing explanation as to why they were doing that activity at that time of day.

If the player can provide a reasonable explanation, the picture card can be discarded, e.g. 'I was studying English, because...'
If not, the player must keep the picture card.

The next student then picks up a time card and asks the player on their right what they were doing at that time yesterday and so on.

The first player to get rid of all their picture cards wins the game.

Convince Me







6:00 a.m.	7:30 a.m.	9:15 a.m.	10:45 a.m.
 11:30 a.m.	12:45 a.m.	1:30 p.m.	2:00 p.m.
3:15 p.m.	4:00 p.m.	5:15 p.m.	6:00 p.m.
7:00 p.m.	8:15 p.m.	9:00 pm.	9:45 p.m.
10:30 p.m.	11:45 p.m.	12:15 a.m.	1:45 a.m.
2:30 a.m.	3:45 a.m.	4:30 a.m.	5:15 a.m.