

Activity Type

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

Focus

Modal verbs of ability

Can you...?

Yes, I can. / No, I can't.

Aim

To guess whether a partner can or can't do certain things and then to ask *Can you...?* questions to find out if your guesses are right or wrong.

Preparation

Make one copy of the two worksheets for each pair of students.

Level

Elementary (A1-A2)

Time

25 minutes

Introduction

In this *can* and *can't* game, students guess whether a partner can or can't do certain things and ask *Can you...?* questions to find out if their guesses are right or wrong.

Procedure

Divide the students into pairs (Student A and B). If possible, put students with someone they don't usually work with or don't know very well.

Give each student a corresponding worksheet.

Ask the students to write their partner's name in the space at the top of the worksheet.

Working alone, students guess whether their partner can or can't do the things listed on their worksheet by circling *can* or *can't* in each sentence.

When the students have finished, they take it in turns to find out if their guesses are right or wrong by asking their partner *Can you...?* questions, e.g. 'Can you draw a square and a circle at the same time?'

Students put a tick or cross in the last column, depending on whether their guess was right or wrong.

If possible, students ask their partner to demonstrate their ability.

The student with the most correct guesses wins the game.

Afterwards, students tell the class about their partner, e.g. 'I talked to Pam. She can spell the teacher's full name, but she can't play the piano', etc.

Student A

Partner's name:	✓/X
1. My partner <i>can / can't</i> draw a square and a circle at the same time.	<input type="checkbox"/>
2. My partner <i>can / can't</i> ride a horse.	<input type="checkbox"/>
3. My partner <i>can / can't</i> say 'goodbye' in five languages.	<input type="checkbox"/>
4. My partner <i>can / can't</i> drive a car.	<input type="checkbox"/>
5. My partner <i>can / can't</i> swim 100 metres.	<input type="checkbox"/>
6. My partner <i>can / can't</i> cook well.	<input type="checkbox"/>
7. My partner <i>can / can't</i> add 143 to 89 without writing anything (answer 232).	<input type="checkbox"/>
8. My partner <i>can / can't</i> say the months of the year backwards.	<input type="checkbox"/>
9. My partner <i>can / can't</i> name six countries in Europe.	<input type="checkbox"/>
10. My partner <i>can / can't</i> play a musical instrument.	<input type="checkbox"/>

Student B

Partner's name:	✓/X
1. My partner <i>can / can't</i> spell the teacher's full name.	<input type="checkbox"/>
2. My partner <i>can / can't</i> play the piano.	<input type="checkbox"/>
3. My partner <i>can / can't</i> run two kilometres without stopping.	<input type="checkbox"/>
4. My partner <i>can / can't</i> multiply 7 by 12 without writing anything (answer 84).	<input type="checkbox"/>
5. My partner <i>can / can't</i> draw well.	<input type="checkbox"/>
6. My partner <i>can / can't</i> type without looking at the keyboard.	<input type="checkbox"/>
7. My partner <i>can / can't</i> ride a motorbike.	<input type="checkbox"/>
8. My partner <i>can / can't</i> snowboard.	<input type="checkbox"/>
9. My partner <i>can / can't</i> play backgammon.	<input type="checkbox"/>
10. My partner <i>can / can't</i> say 'hello' in five languages.	<input type="checkbox"/>