

Activity Type

Speaking Game: asking and answering questions from prompts, freer practice

Focus

Necessity

Yes/no questions and short answers

Do you have to...?

Do you need to...?

Have you got to...?

Aim

To ask yes/no questions with *have (got) to* and *need to* in order to find out which secret job each classmate has.

Preparation

Make a copy of the worksheet for each student. Also, make one copy of the job cards and cut as indicated.

If you have less than 24 students, take out some cards, starting with the card at the bottom of the second column and working your way up.

Level

Intermediate (B1)

Time

35 minutes

Introduction

In this engaging modals of necessity game, students ask yes/no questions with *have (got) to* and *need to* in order to find out which secret job each classmate has.

Procedure

Give each student a copy of the worksheet and a job card.

Tell the students to keep their job secret at all times.

Ask the students to imagine that they have the job on their card and to think about the skills needed for that job.

Explain that the students' task is to find out who has each job on the worksheet by asking questions about the skills needed for each occupation.

Demonstrate the activity by writing the job 'hotel receptionist' on the board.

Elicit yes/no questions with *have (got) to* and *need to* that the students might ask to find out if someone has that job.

Examples:

Do you have to speak many languages in your job?

Have you got to look smart and professional in your job?

Do you need to be a good communicator?

Students then walk around asking and answering yes/no questions with *have (got) to* and *need to* to discover who has each job on the worksheet.

When a classmate answers 'yes' to a series of questions about one job, the student writes their name next to the occupation.

Students are not allowed to ask about the name of the job directly, e.g. 'Are you a bartender?'

They can only guess the job from the yes or no answers given by a classmate.

When everyone has finished, have the students reveal their jobs.

Students win one point for each correct match.

The student with the most points wins the game.

Job	Name
bartender	
animal trainer	
driving instructor	
juggler	
pilot	
chef	
teacher	
firefighter	
ballet dancer	
accountant	
musician	
web designer	
nurse	
basketball coach	
hairdresser	
funeral director	
plastic surgeon	
carpenter	
race car driver	
aerobics instructor	
landscape architect	
ice cream taste tester	
model	
novelist	



bartender

nurse

animal trainer

basketball coach

driving instructor

hairdresser

juggler

funeral director

pilot

plastic surgeon

chef

carpenter

teacher

race car driver

firefighter

aerobics instructor

ballet dancer

landscape architect

accountant

ice cream taste tester

musician

model

web designer

novelist