

## Activity Type

Reading, writing, listening and speaking activity, group work

## Focus

Gerunds and infinitives

Follow-up questions

## Aim

To write true and false sentences about yourself with gerunds and infinitives and then play a true or false guessing game with the sentences.

## Preparation

Make one copy of the cards for each group of four and cut as indicated. If there is a group of three, each student should have eight cards.

## Level

Upper-intermediate (B2)

## Time

35 minutes

## Introduction

In this gerunds and infinitives game, students write true and false sentences about themselves and then play a true or false guessing game with the sentences.

## Procedure

Divide the students into groups of four.

On the board, write three sentences about yourself using one of the verbs on the worksheet. One sentence should be true and two should be false.

Example:

A: I tried to get a job as a pilot, but I wasn't accepted.

B: I tried eating snake soup in Vietnam.

C: I tried to climb Mount Everest when I was 24.

Tell the students to ask you questions to help them decide which sentence is true.

Afterwards, ask each group which sentence they think is true. Try to get each group to give reasons for their answer. Then, reveal the correct answer to the class.

Explain that the students are going to play the same game in their groups. Give each group a set of cards. Tell the students to shuffle the cards and then deal them out evenly. Each student should have six cards.

Explain that for each verb, the students write three sentences, one true and two false. Tell the students that all the verbs must be followed by a gerund or infinitive.

When the students have finished writing, they take it in turns to read out their three sentences to the rest of the group.

Each time three sentences are read out, the group members ask the student questions to help them decide which sentence is true. When the group members have each decided which sentence is true, the student reveals the correct answer.

Each student that guessed correctly scores a point. This process continues until all the sentences have been read. The student with the most points at the end of the game wins.

Afterwards, have a class feedback session. Ask the students to tell the class anything interesting or surprising they found out about their classmates.

avoid

start

enjoy

regret

need

stop

mind

keep

practice

dread

have

try

avoid

detest

remember

want

stop

aim

miss

forget

plan

begin

consider

dislike