

## Anglais langue seconde Voie A

### Communication orale – 6<sup>e</sup> année

#### Tâche signifiante

##### Guess what game!

This game encourages students to provide simple but clear clues to allow the other participant to guess the chosen word.

##### How to play

- Print and laminate the provided images.
- Use a headband or anything else available to secure the image on the teacher's forehead.
- Student chooses a picture and puts it on the teacher's forehead without showing him/her.
- The student gives simple and varied clues to the teacher.
- When the teacher guesses the word, it will be his turn to choose a word to give to the student.
- The student now needs to ask questions to guess the word.

When the game is over, the teacher guides a spontaneous conversation with the student about the chosen images in the game by asking questions that encourage conversation.

\*\*Before the game, model how to give clues and ask questions in front of the group.