



Have I got a dragons' den for you?

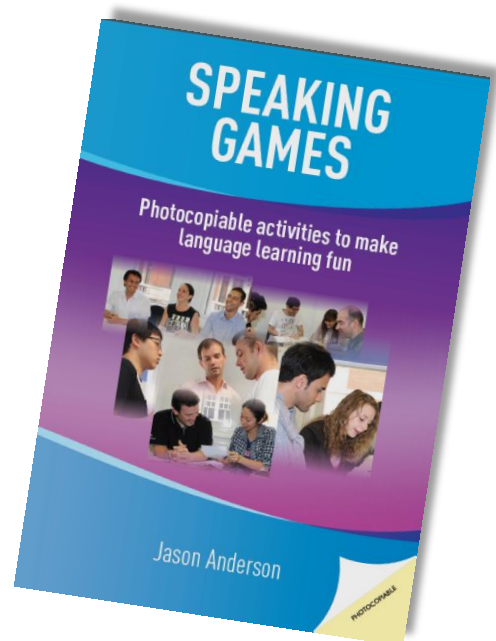


Some advantages of using 'game show' activities in class

- They're great fun
- You can watch the show (or an extract) before or after - analyse language used / motivate learners to watch at home
- The competitive element motivates learners to perform well
- If show is familiar to learners, they'll know the format, discourse type and have necessary background schemata
- Often involve creativity; developing higher order thinking skills (creating, evaluating, analysing)

Key considerations when adapting a TV / radio show concept for the classroom

1. **Adaptability** – Is it possible, practical and useful to turn it into a classroom activity?
2. **Game concept** – Is it fairly easy to explain the game concept to learners?
3. **Communicative outcome** – Does playing the game involve communicative interaction between learners?
4. **Language areas** – What areas of lexis / grammar / functional language can be exploited using this show format?
5. **Maximising speaking opportunities** – Is it possible to get the activity to work in small groups or pairs?
6. **Resources** – Are they fairly easy to prepare? Can they be reused?



Dragons' Lair

Time	40–60 minutes
Interaction	Groups of three teams (1-3 players per team)
Level	B2 (Upper Intermediate) to C1 (Advanced)

Language areas practised

Sub-skills and Functions

- pitching an original business idea
- responding to probing questions

Grammar and Lexis

- 1st conditional structures
- 2nd conditional structures
- business and finance

Preparation

Photocopy the **Rules of the game** and the **Bright Idea card** (one of each per team). Also copy the **What if...? cards** on page 49 (one set per group) and cut up as indicated. Numbers are quite flexible for this game: although each group requires three teams, each team could have one, two or three players and the number of players in each team doesn't have to be the same. Lower level classes will benefit from larger teams; higher level/business English learners will be able to play alone. When you give out the What if...? cards, make sure that the top two cards aren't 'You Choose the Question'. This will give them time to get into the game before they have to think of their own questions.

Notes

This game is based loosely on the *Dragons' Den* television show and aims to provide learners with practice choosing between 1st and 2nd conditional structures. The questioner may choose either conditional structure depending on whether they want to indicate high probability (1st conditional) or low probability (2nd conditional). The respondent may want to change the conditional to reduce or increase the implied probability as might happen in real life. For example:

'What will you do if you make a loss in your 1st year?'

'If we made a loss, first we would...' etc.

You may want to explain this or provide an example before they start. Alternatively, if you just want to practise either 1st or 2nd conditional, all the cards lend themselves to both.

Variations

- **TV Show Variation** – Turn it into a role play with several stages. First the teams prepare their ideas. Then they present to the other teams who play the role of the Dragons (the investors). The What if...? cards can be used by the teams to provide ideas for questions after each presentation. At the end, each team decides which of the other teams they'd invest in if they were a tycoon. The team that attracts the most investors wins.

Dragons' Lair

Rules of the game



Preparation

Play in groups of three teams. Each team should have 1-3 members. Complete a **Bright Idea card** in your team with details of your business idea.

Each group will also need a set of **What if...? cards**. Put them in a pile, face down in the middle of the table.

How to play

Each team begins by briefly presenting their business idea to the other teams.

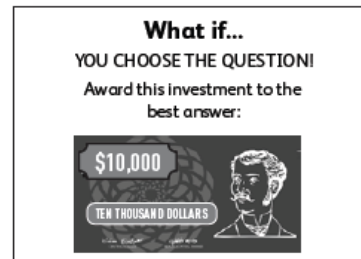
After this, Team A should take the first What if...? card and ask a question using 1st or 2nd conditional. The other teams (B and C) must try to answer the question about their own business idea. Team A then decides which team (B or C) gave the best answer and invests \$10,000 in this team by giving them the card. Team B takes the next What if...? card and asks the question to teams C and A. The game continues like this until all the What if...? cards have been used.

How to win

Any team that gets the initial investment sum that they wrote on their Bright Idea card wins!

If...

- If you pick up a card that looks like this,



you should think of your own What if...? question to ask the other two teams about their business ideas. You may choose the same question for the two teams, or different questions that relate to their individual business ideas. As with other questions, you choose who to invest in.

Our Bright Idea!

Think of an original idea to make money. It might be a business idea, an invention or an app. You will need to present your idea to the other teams and then answer questions about your business plan. Complete the following details:



Name:

Brief synopsis of idea:

Initial investment needed (up to \$70,000 US dollars):

<p>What if... 1st year profits (be) lower than expected? Award this investment to the best answer:</p> 	<p>What if... somebody (try) to steal your idea? Award this investment to the best answer:</p> 	<p>What if... somebody (offer) you a better job? Award this investment to the best answer:</p> 
<p>What if... a key investor (withdraw) for personal reasons? Award this investment to the best answer:</p> 	<p>What if... you (have to) take time off due to stress/exhaustion? Award this investment to the best answer:</p> 	<p>What if... you (find) a serious design fault in the product? Award this investment to the best answer:</p> 
<p>What if... there (be) negative feedback in the press? Award this investment to the best answer:</p> 	<p>What if... somebody (accuse) you of stealing their idea? Award this investment to the best answer:</p> 	<p>What if... you (make) a million dollars in your first year? Award this investment to the best answer:</p> 
<p>What if... you (not agree) with your investor? Award this investment to the best answer:</p> 	<p>What if... you (find) that you (be) only using 50% of your advertising budget? Award this investment to the best answer:</p> 	<p>What if... Google (want) to take over your company? Award this investment to the best answer:</p> 
<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 	<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 	<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 
<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 	<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 	<p>What if... YOU CHOOSE THE QUESTION! Award this investment to the best answer:</p> 

Would I lie to you?

Time	10–60 minutes
Interaction	Groups of 4–7 learners
Level	B1 (Intermediate) to C1 (Advanced)

Language areas practised

Sub-skills and Functions

- asking questions / interrogating
- describing past experiences
- recalling an anecdote

Grammar and Lexis

- narrative tenses
- present perfect for life experience

Preparation

Photocopy the **Rules of the game** and the **Prompt cards** (one of each per group). Cut up the cards as indicated. Each player will need two cards per round, so if you want to play two rounds, double the number of copies. Depending on

the size and level of the groups, a round can take anything from 10-30 minutes! However, it really doesn't matter if the players don't finish a round, they'll still enjoy practising their speaking skills and scoring points.

Notes

This game is based loosely on the UK TV show of the same name. It provides useful practice of narrative tenses through the questions and answers.

Variations

- **Green Variation** – No need to copy the Prompt cards. Use slips of recycled paper.
- **True to Life Variation** – You can play it as a whole class as on the TV show. Get each player to complete one card (no need for the Prompt cards) with a true, interesting life experience. Collect all these in, remembering who wrote what and add several of your own to the mix (e.g. 'I've met the president of my country.' or 'I was once bitten by a venomous snake.' etc.). The learners play in two teams with one learner taking a card from you and answering questions from the other team (it's your choice whether you give them back their real card or one of your added ones).



Would I lie to you?

Rules of the game

Preparation

Play in groups of 4-7. Your teacher will give you a set of **Prompt cards**. Each player should take two cards and complete one of them with true information (choosing something interesting), and the other card with false information (something you've never done!). Don't let anyone know which is true and which is a lie. When you have finished, put both cards face down in front of you (so no-one can read them).

How to play

Player A goes first. The player on his right chooses one of his cards and turns it over. Player A must now read the sentence on it. The other learners must ask questions to find out more information. For example: 'When did you do this?', 'Where?', 'Who with?', 'Why?', etc. When they are ready, the other

players must decide whether the information is true or a lie. Then Player A reveals whether it is the truth or a lie. Each player who guessed correctly wins one point. If no-one guessed correctly, Player A wins three points. Player B goes next.

How to win

The player with the highest score at the end of the game wins.

If...

- If the card you have to talk about is not true, you should keep this secret! Pretend that it really happened and answer the questions realistically. You score more points if you deceive the other players.
- If the card you have to talk about is true, you must answer all the questions honestly.

Would I lie to you?

Prompt cards

 I've eaten...	I've met...	I once lost...
I've worked as...	I once forgot to...	I once found...
I once bought...	I've driven...	I've written...
I once played...	I've travelled...	I once appeared on...
I once saw...	I've broken...	I once tried to...

The Unbelievable Truth

Time	40-60 minutes
Interaction	Teams of 2-5 learners
Level	B2 (Intermediate) to C1 (Advanced)

Language areas practised

Sub-skills and Functions

- giving presentations
- coming to an agreement
- correcting a misconception

Grammar and Lexis

- passive forms (esp. present and past simple)

Preparation

Photocopy the Rules of the Game and the topic cards (1 of each per team). The teams will need either internet access during the lesson

or a print out from Wikipedia to research their topic. If you'd like your learners to practise use of passive forms, topics based on human inventions work best. Learners will benefit from a teacher example to start with. Use 'The Banana' below (the 3 true facts are underlined):

Notes

This game is based on the BBC radio show of the same name. Advanced learners might enjoy listening to an extract from the show before or after playing.

Variations

- **Invert the Rules** – Learners write texts that are all true except for 3 lies. The others must spot the lies.
- **Homework Preparation** – Learners could be given the topics in a previous lesson. They then research and write the texts in their own time. The presentations take place next lesson.
- **Post the Texts** – Either as a follow up or a prelude to the lesson, learners could post their texts on an internet blog or Facebook page.

The Banana

The banana grows in cold countries and produces fruit that can be purple or red. Although it looks like an insect, the banana is actually a type of herb. The cultivated banana was invented in 1859 by Charles Darwin because he thought all other fruit were boring. Cultivated bananas trees cannot reproduce naturally because they are infertile, although recent scientific research has proven that bananas can suffer from depression. Today they are often used to make car brakes, guitar strings and Swiss watches.

The Unbelievable Truth

Rules of the game

Preparation

Play in teams of 2-5. Your teacher will give you a topic card. You should begin by researching this topic and then write a short text about the topic. However, it will be a very strange text, because **the majority of the information in your text must be untrue**. Only 3 facts in your text will be true. You will then give a short presentation on your topic. The other teams will listen and try to guess which 3 facts are true.

Presentations

Teams take turns to read out the text they have prepared. The other teams should listen very carefully and take notes. They then have 2-3 minutes to choose 3 facts that they think are true. Each team then tells the class which facts they think are true, and the presenting team reveal the correct 3 facts.

How to win

Your team scores 1 point for each true fact that they guess. When you are presenting, you score 1 point for any true facts that none of the other teams guessed. The teacher will also award 3 bonus marks for the funniest text. The team with the highest score at the end of the game wins!

Not in
Speaking Games!

The Unbelievable Truth

Topic Cards

the internet	coffee	snow
parrots	the Welsh language	the hippopotamus
money	the violin	pizza
time	trousers	Mozart
the Panama Canal	the river Nile	the wheel
tennis	ants	Facebook
football	electricity	California

Not in
Speaking Games!