



Teachee Filmee

by Paul Walsh

Topic: Film

Language: Question forms/ Language of guessing

Activity: Guessing games/ talking about films

Level: All levels

Time: 10+

Materials: WB, laptop and project (if you want to show film trailer)



Preparation

Take the night off - relax, you deserve it. Take yourself down to the local cinema and see a film. While you're there pick up some leaflets/ flyers for newly-released films. You'll need a set of leaflets for each pair, three or group of learners. You decide.

Procedure

- 1) Tell learners that you went to see a film yesterday/ at the weekend/ whenever. They have to ask you questions to discover what film you saw - they will only get YES/NO answers.
- 2) Give out flyers to films - one set for each group.
- 3) Tell learners that they have 5-8 minutes to plan the questions they are going to ask.
- 4) Go round, monitor, answer questions and give learners vocab if needed.
- 5) Learners ask you their questions - you answer ONLY yes or no.

Optional stage: Introduce quiz phrases

You're getting warmer/ closer

Can I/we have a clue?

You're nearly right/ there

You're miles away (there)

- 6) Eventually learners will guess your film.
- 7) Show trailer of the film you saw (if you have projector/ IWB). Would they see this film?
- 8) Learners play the same game. Write the introductory words that they should use on WB:

I went to see a film yesterday. Can you guess which one?

Learners should start with these words and their partners ask questions. They get to repeat the questions from the previous round and there's also some peer learning.

Follow up

This warmer could be followed by a lesson on film, giving learners more vocabulary e.g. cast, celebrity, plot, script.

One good follow up task would be: Give each group of learners a cinema timetable and get them to a) discuss what films everyone likes b) make a list of 'possible' films and c) choose ONE! Then go and see it and write a review of the *experience*.

