Title: Find the footballer!
Time: 10 mins+T input and feedback
Class: Teenage Arabic speakers: post-beginner.
Task summary: Students ask questions to determine identity of famous footballer
Task type: Guessing game: question and answer /information gap
Task objective: To encourage speaking by means of a motivating activity using footballing vocabulary.
Language Objectives:
Vocabulary: Lexis related to football, eg: Nouns: mid-fielder, defender, team, captain, goalkeeper, centre half, team, match Verbs: play (for), score, be, have got
Functions: asking for information
Does he play for…?
Has he got a brother in the same team?
Did he score a goal in the match last week?
Grammar: Yes/no questions in present and past, short form answers using auxiliaries be, do and have: eg Yes, he does. No, he doesn’t.
Communicative authenticity: Students have a genuine need to ask questions and share information with their team-mates, in order to discover the identity of the footballer.
Material: Sets of cards with pictures of footballers.

Task breakdown

INPUT: Quickly revise the vocabulary of football
TASK: Students work in pairs/small groups and take turns to ask and answer questions.
OUTPUT: Students will have guessed the identity of the players by means of questions.
**Lesson Plan**

S = individual student  Ss = more than one student or whole class.  T = teacher

Red = pre-task  Blue = task  Green = post task

<table>
<thead>
<tr>
<th>Stage</th>
<th>Materials</th>
<th>Activity/T input</th>
<th>Interaction</th>
<th>Timing</th>
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</thead>
<tbody>
<tr>
<td>Input</td>
<td>Board</td>
<td>Ask students to call out words connected with football. Write them on the board. Quickly go through list to check everyone’s understanding. At this stage feed in other vocabulary as necessary for game (eg particular positions : defender, midfielder, goalkeeper)</td>
<td>T --Ss</td>
<td>5 mins</td>
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<tr>
<td>Task</td>
<td>Instruction sheets</td>
<td>Allow them a short time to read instructions and ask questions about anything they don’t understand. Demonstrate the game by taking a card yourself and getting students to ask you questions to guess who it is.</td>
<td>S</td>
<td>1 min</td>
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<td></td>
<td>Sets of cards for each group</td>
<td></td>
<td>S-Ss</td>
<td>9 mins</td>
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<td></td>
<td>Monolingual dictionaries if possible. (English-English).</td>
<td></td>
<td>T-Ss</td>
<td></td>
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<tr>
<td>Teacher feedback</td>
<td>Board</td>
<td>Give feedback on task, praising as much as criticizing. Reteach any language as necessary.</td>
<td>T</td>
<td>Remainder of lesson.</td>
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</tbody>
</table>