

Name: _____

Cut out the cards and play the game in pairs.

Instructions

You need a coin.

Shuffle your cards and put them face down in a pile.

One pupil takes a card, reads it and asks the question.

The other pupil throws the coin and gives a negative answer using *too* or *enough*:

heads = answers positive

tails = answers negative

Learners then swap roles and continue asking questions and answering.

The game finishes when both learners have answered all the questions.



Can you run 25km?	Do you like windsurfing?	Would you like to walk across the Sahara Desert?
Would you like to try rock-climbing?	Can you row?	Do you like hiking?
Can you bodyboard?	Would you like to try trampolining?	Do you want to go karting?
Would you like to try scuba diving?	Would you like to try snorkelling?	Would you like to sail across the Atlantic Ocean on your own?
Can you jump over the River Thames?	Can you swim across the English Channel?	Do you like canoeing?