



The Question Game

Title: *Mastering Arabic 2*

Unit number: 1

Topic: Question words

Aim: To revise basic question words

Materials needed:

- Print-outs of question sheet (one per group)
- Answer sheet, cut into strips
- A grey bag
- Small prizes (chocolate, etc.)

This game is a fun way of revising question words. The promise of a small reward at the end motivates the groups of students to read and understand the questions and answers as quickly as possible.

Step 1

- ✓ Before the class arrives cut up the answer sheet into individual strips.
- ✓ Stick the answers in a random order in different places around the classroom and, if possible, any other areas the students can access (corridors, etc.).
- ✓ Put a small reward for the winning group/student into the grey bag.
- ✓ Position the bag somewhere visible but discrete.

Step 2

- ✓ Put the students into small groups (maximum 3–4). Students can play individually if the class is very small, or all together with a shared reward.
- ✓ Give a copy of the question sheet to each group/student.
- ✓ Establish that this is a list of questions and that the answers can be found around the classroom/other areas. They are collecting clues in the form of Arabic letters that will spell out the location of a prize.

Step 3

- ✓ Explain that each answer has a red Arabic letter next to it. Students must match the questions and answers and write down the red letters at the bottom of the question sheet according to the number of the original question.
- ✓ Give one example by showing the question on the sheet and the answer on the wall, e.g.
ما اسمك؟
اسمي زينة.
- ✓ Explain that this is question 4 and so they should put the red letter ق that appears next to the answer under the number ٤ at the bottom of their sheet.

Step 4

- ✓ The groups move about trying to connect the questions on their sheets to the answers and complete the phrase at the bottom of the page (في حقيبة رمادية).
- ✓ Whichever group works out the phrase first will then look for the grey bag and find their reward.

You can adapt this game to suit any type of questions and/or adjust the letter clues, according to what you want the students to practise.

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الأسئلة

١ أين الكلب؟

٢ أين أمك؟

٣ متى ذهبَ أحمد إلى مكتبه؟

٤ ما اسمك؟

٥ ماذا أَكَلْتَ في المطعم أمس؟

٦ مَنْ هَذَا؟

٧ هناك كم طبقاً على المائدة؟

٨ بكم القَميص، من فضلك؟

٩ كيف حالك؟

١٠. لِمَاذَا ذَهَبْتَ إِلَى السُّوقِ؟

١١ كيف تذهبون إلى المدرسة؟

١٢ ما عَمَلُكَ؟

١٣ ماذا شَرِبَ أحمد في المكتب؟

13 12 11 10 9 8 7 6 5 4 3 2 1

هو في السيّارة. ف

هي في البيت. ي

ذَهَبَ الساعة السابعة. ح

اسمي زينة. ق

أَكَلْتُ بيتزا وبطاطس. ي

هذا زوجي أنور. ب

هناك ستّة أطباق. ة

ب عشرة جُنِيَّهات. ر

الحمد لله، بِخَيْر. م

لأنّني أريد حَقِيبَة جديدة. ا

نذهب بالقطار. د

أنا مُهندِس. ي

شَرِبَ فَنجان قهوة. ة