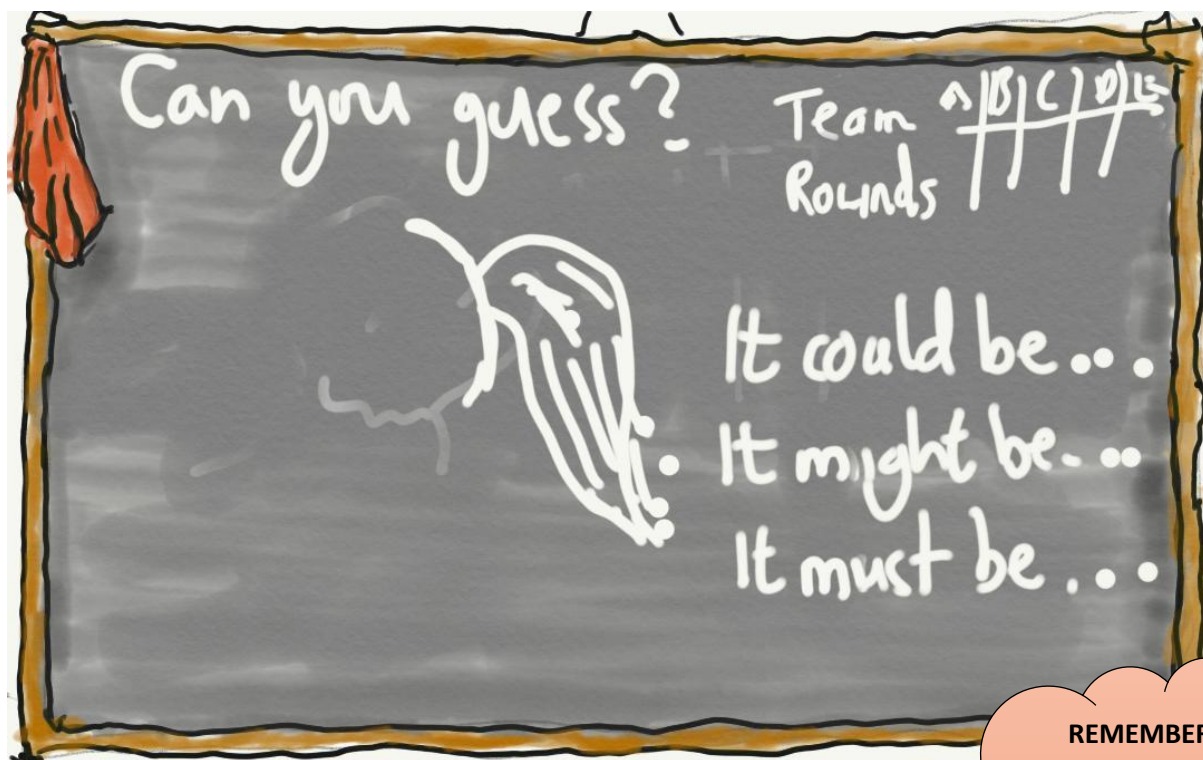




## It Must Be A...



### REMEMBER:

You can make the picture as easy or as difficult as you like!

**Game Objective:** Pupils use modals of certainty to guess the picture.

**Game Type:** Guessing game

**Classroom Organisation:** Teams

**Language Area:** Vocabulary, grammar

**Useful for:** Vocabulary, practising modals, pronunciation, connected speech

1. Divide your class into roughly 5 teams (depending on your class size this may vary) and indicate this on the board - see picture above).
2. Write the target grammar on the board in the order above (**must be = very certain**, whilst **could be = less certain**).
3. Think of a word you taught before and draw part of it.
4. Model the kind of response you want pupils to give. Example "Hmmm, it could be a donkey...", "Ah, it must be a horse!".
5. Get all teams to guess.
6. Each team is **ONLY ALLOWED ONE GUESS!**
7. The reveal the answer **AFTER** each team guesses.
8. Remember to record their scores on the board (see above).
9. When pupils feel comfortable with the game you can get them to draw on the board to increase student participation!