

Is he swimming?



Yes, he is

No, he isn't

Is he rollerskating?



Yes, he is

No, he isn't

Is he riding his bike?



Yes, he is

No, he isn't

Is he skateboarding?



No, he isn't

Yes, he is

Is he playing rugby?



Yes, he is

No, he isn't

Is she skiing?



Yes, she is

No, she isn't

Is he playing golf?



No, he isn't

Yes, he is

Is he bowling?



Yes, he is

No, he isn't

Is he playing baseball?



No, he isn't

Yes, he is

Is he fishing?



Yes, he is

No, he isn't

Is he playing volleyball?



Yes, he is

No, he isn't

Is he playing ice-hockey?

Yes, he is

No, he isn't



Is he doing judo?



Yes, he is
No, he isn't

Is he playing basketball?



Yes, he is
No, he isn't

Is he rowing?



Yes, he is
No, he isn't

Is he playing tennis?



No, he isn't
Yes, he is

Is he playing football?



Yes, he is
No, he isn't

Is he driving a Formula 1?



Yes, he is
No, he isn't

Is he doing sport?



Yes, he is
No, he isn't

Is she wearing a pink t-shirt?



No, she isn't
Yes, she is

Is he watching T. V?



Yes, he is
No, he isn't

Is she cooking?



Yes, she is
No, she isn't

Is she shopping?

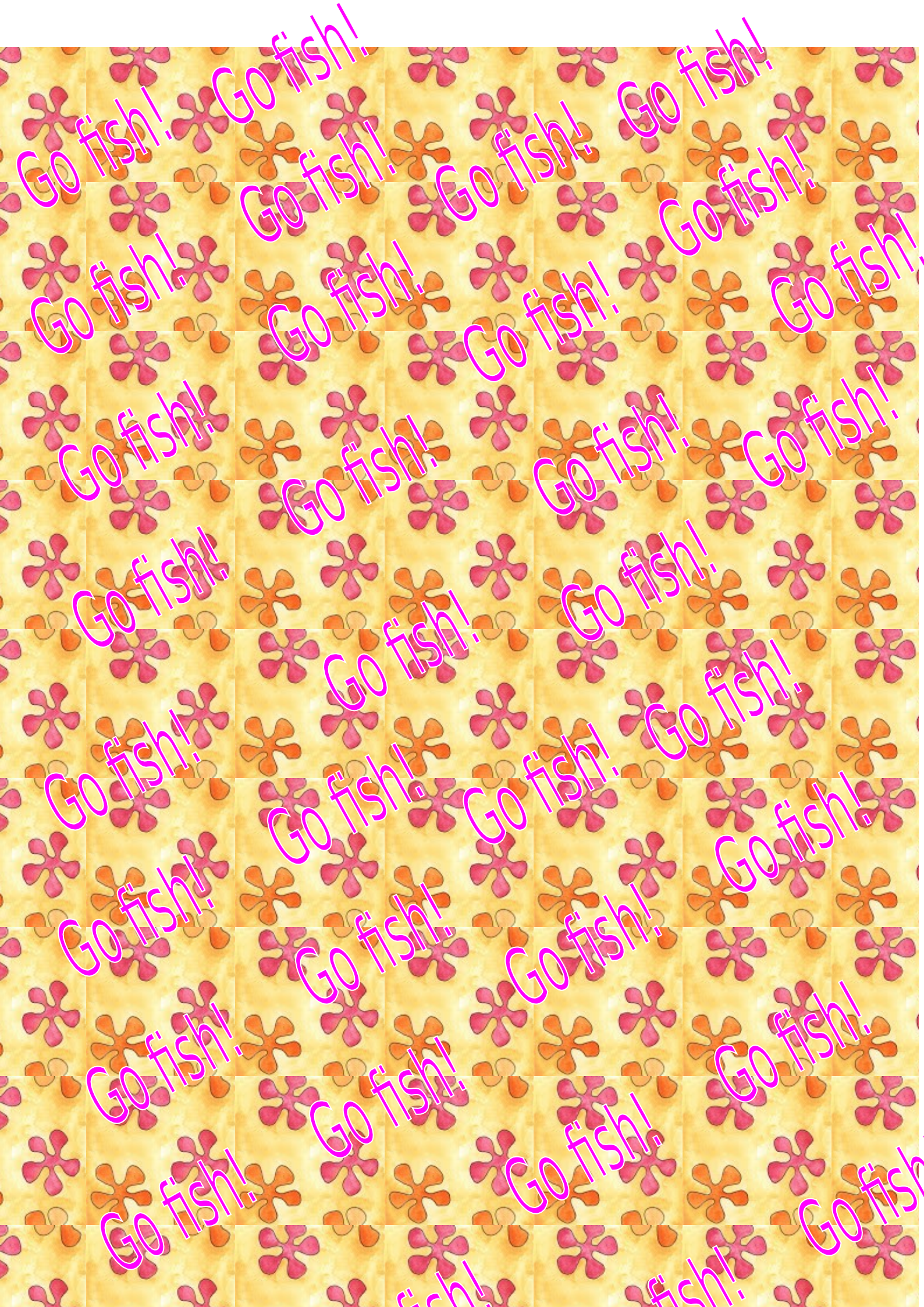


No, she isn't
Yes, she is

Is she talking on the phone?



Yes, she is
No, she isn't



RULES:

Before starting the game, print two copies of pages 1 and 2, laminated them and cut them out.

Students play in small groups (4-6). One of the students is in charge of shuffling and dealing 5 cards to each player. If they have repeated cards they face them down in front of them and they have got a point before starting to ask questions.

The objective of the game is to make identical pairs and for this students have to ask the questions worked: **"Is he/she....?"**

- If the person who has been asked has the card he/she must say: **"Yes, he/she is"** or and gives the card to the player. Player 1 puts it in front of him/her and it counts as 1 point.
- If the student asked hasn't got the card he/she must say: **"No, he/she isn't" Go fish!"** and the first player takes a card from the deck.

NOTES:

When is their turn students can ask any player in the group!

If a player hasn't got more cards he/she takes a new card from the pile and continues playing until there are no more cards in the pile. The winner is who has made more pairs at the end of the game.