START	-1- Do you enjoy Christmas time? What do you usually do for Christmas?	-2- \$\$\tilde{\pi}\$	-3- Did you enjoy last Christmas? Why?	4
-5- Do you think that in general people spend far too much money at Christmas time?	-6-	-7- Do you ever go abroad during the Christmas holidays? If you could go anywhere, where would you go?	-8-	-9- How do you usually spend your spare time during the Christmas holidays?
-10- (3): 57: 9	-11- Do you ever make any New Year's Resolutions? Give examples.	-12-	-13- Does your family have any special Christmas traditions?	-14-
-15- What presents are you planning to buy this year? Have you already started your Christmas shopping?	-16-	-17- Who would you like to spend Christmas Day with?	-18- 	-19- Some people find Christmas depressing. In your opinion, how can this be?
-20-	-21- Do you get many Christmas cards? How many do you send?	-22-	-23- Do you remember the day when you found out that Santa Claus wasn't real? How did you feel?	-24-
-25- Have you got a big family? Do you all get together on Christmas Day?	-26- <b>M</b>	-27- What do you enjoy the most about Christmas time?	-28- What would you like Santa to bring you for Christmas this year?	FINISH



## Christmas is coming!!

## Carme Roig-Papiol

## Teacher's notes

LEVEL: intermediate and upper-intermediate

STUDENTS: young adults and adults

TYPE OF ACTIVITY: board game

AIM: to improve the students' fluency by speaking in small groups and

to build their vocabulary

VOCABULARY: words connected with Christmas

TIMING: 25-30 minutes

PROCEDURE: 1. Students get into groups of three or four. Each student will

need a counter and each group will need a game board and a dice.

2. All the counters are put on the square marked START and the

first player to throw a six starts the game.

3. The students take turns to roll the dice and move along the board according to the number on the dice. When a student lands on a square, s/he will have to talk for two minutes without stopping about the question on the square. If s/he can't keep talking for two minutes s/he will have to go back three squares. When the two minutes are over the other players in the group may

join in and also comment on the question.

4. The game continues until one of the players reaches the

FINISH square.

COMMENTS: The teacher should try and encourage all the members of the

group to say something about each question and not to limit the 'speaking' connected to each square to the person who landed

there.