## TEACH-THIS.COM

## Knowing Me, Knowing You

Ме	always	usually	sometimes	hardly ever	never
buy new clothes					
practice English					
have a shower					
play sport					
surf the Internet					
eat junk food					

	always	usually	sometimes	hardly ever	never
buys new clothes					
practices English					
has a shower					
plays sport					
surfs the Internet					
eats junk food					

Total Correct \_\_\_\_\_

	always	usually	sometimes	hardly ever	never
buys new clothes					
practices English					
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## Knowing Me, Knowing You

Here is an entertaining activity to help students practice adverbs of frequency. In the activity, students try to guess how often other classmates do things.

Before class, make one copy of the worksheet for each student.

Procedure

Tell the students that they are going to play a guessing game about how often other classmates do things.

Give each student a copy of the worksheet. Explain that the students should keep their worksheet secret at all times.

The students begin by filling in the chart labeled "Me' at the top of the worksheet. They tick the appropriate adverb of frequency, according to how often they do each activity.

Then have the students make groups of four. Students should do this activity with classmates they are comfortable and friendly with.

The students then write the name of each student in their group on the dotted line in each chart.

After that, they complete the information about each student by guessing the correct adverb of frequency. They do this without asking the other people in their group.

When the students have finished completing their charts, they choose one student and take it in turns telling their group what answers they gave for that student.

For example, everyone explains how they answered for Amy by making a sentence using an adverb of frequency, e.g. I think Amy often buys new clothes because she often wears different clothes to class, etc.

After the students in the group have explained how they answered for Amy, Amy tells the group how she answered for herself.

Students win one point for each correct guess about another student.

The student with the highest number of correct guesses at the end of the game is the winner.