

# 13A Wheel of gifts

**Activity type:** Speaking – Card game – Groups

**Aim:** To talk about gadgets, their suitability for certain people and reactions to them

**Language:** Speculating about present habits/lifestyle / Saying why a gadget would be useful to someone – Use any time after 13.1.

**Preparation:** Make one copy of each worksheet for each group of four or five. Cut up the cards and ensure each group has a pencil or pen.

**Time:** 20 minutes

- 1 Bring in two pictures, one of a person, the other of an object. The object could be something unusual or something very ordinary. Show learners the picture of the person. Elicit ideas about the person's lifestyle (job / living arrangements / family / hobbies). Encourage learners to speculate. Then show learners the object. Explain that you have bought the object as a birthday gift for the person in the other picture. Ask learners to say why it might be a perfect present, for example: *She could use it when she ... / to ...; She would like it because ...*. Encourage learners to stretch their imaginations, be creative and invent reasons.
- 2 Give each group a set of character cards and a set of gadget cards. Place the gadget cards face down on the table. Arrange the character cards in a circle, bottom of cards facing inwards, and put the pen or pencil in the middle of the circle. One learner spins the pen and waits until the pen point stops and points to a character. He/She then takes a gadget card. This learner must then explain why the gadget he/she has is suitable as a gift for the character. If the rest of the group is convinced by the logic of the argument (however far-fetched it might be), the learner keeps the gadget card. If not, the gadget card is returned to the bottom of the pile. The game continues, learners taking turns to spin the pen and take a gadget card, until all cards have been used. The winner is the player with the most gadget cards.

## Extension

As a class, learners discuss which of the gadgets they would find most/least useful in their own lives.

# 13A Wheel of gifts 1

## Character cards



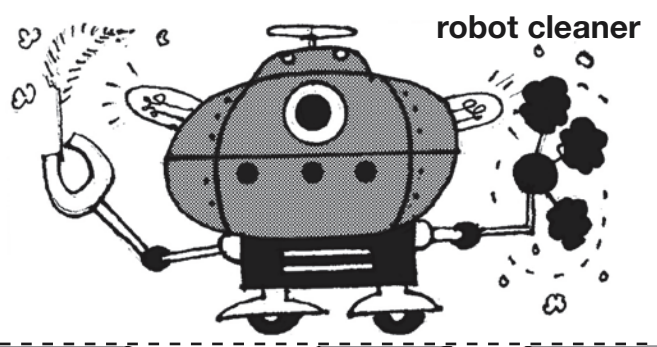
# 13A 'Wheel' of gifts 2

## Gadget cards

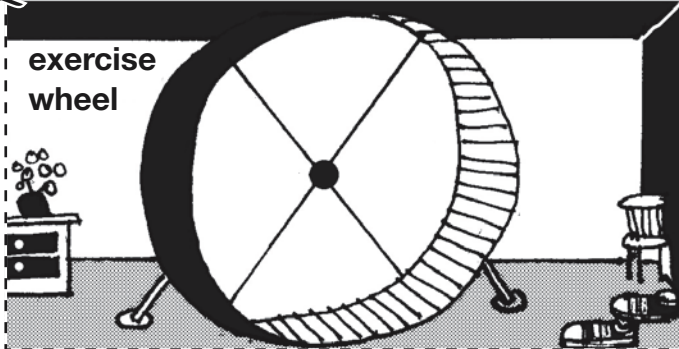
portable shower



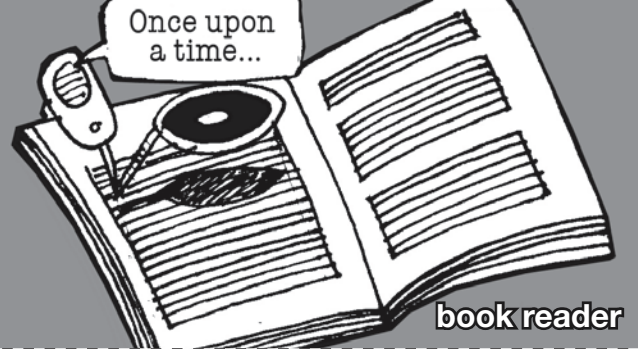
robot cleaner



exercise wheel



Once upon a time...



book reader

personal solar panel



exercise-bike TV



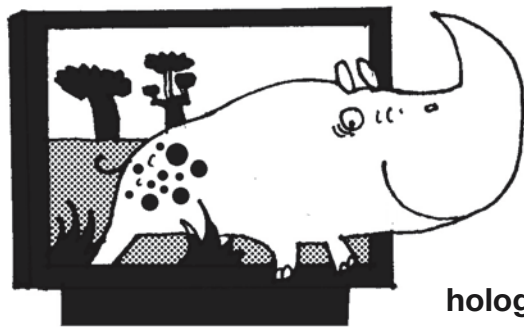
Tschüss!

Bye!

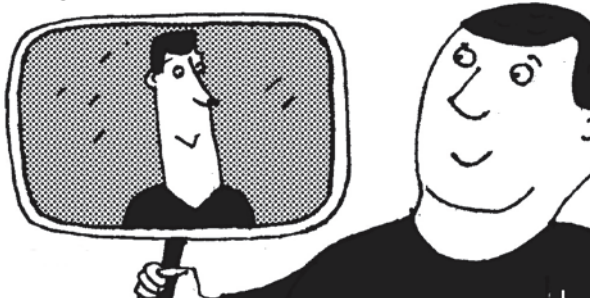
personal translator



hologram TV



reducing mirror



hoverboard

