

ASK & TELL - GAME TIME

level - A1-B2

How to use the set

Ask & Tell is an interactive speaking game designed to develop students' confidence, fluency and spontaneous communication.

The activity combines two essential speaking skills: asking questions and giving extended answers. The set can be used across different levels, allowing the teacher to choose prompts appropriate for the group.

How it works

Each round uses two connected speech bubbles:

TELL THE OTHERS → ASK SOMEONE

1. Click PLAY to generate a random Tell or Ask prompt.
2. One student speaks about the topic shown in the bubble.
3. The student then chooses another person.
4. The chosen student answers the question.
5. Continue with another random prompt and new speakers.

The prompts become more demanding at higher levels: simpler, personal topics work well for lower-level learners, while B1/B2 prompts encourage opinions, explanations, comparisons and discussion of more abstract ideas.

The timer

Each round includes a 1:30 timer, giving the activity an optional game element. The teacher can use it flexibly: students may have the full time to develop their answers, share the time between Tell and Ask, or ignore the timer completely when the focus is on relaxed conversation rather than speed.

Flexible classroom use

The set works particularly well because the same basic mechanic can be adapted to different groups. It can be used as a 5-10 minute warmer, a speaking break during a lesson, pair or small-group practice, or a longer whole-class conversation activity.

SYMBOLS AND NAVIGATION ARE SELF-EXPLANATORY

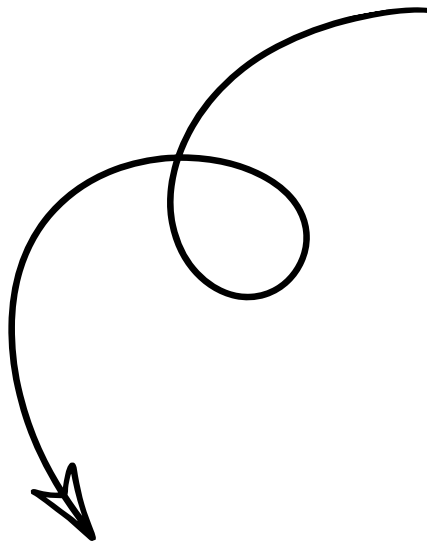


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