

## Activity Type

Speaking Game:  
sentence completion

## Focus

Introductions

*a, an, some*

Countable and  
uncountable nouns

## Aim

To practice introducing  
oneself.

## Preparation

None

## Level

Young learners

## Time

15 minutes

## Introduction

Here is an entertaining way to get students to introduce themselves to the class. This introduction game works best with young learners.

## Procedure

Begin the game by saying, "I'm the captain of a spaceship. I'm going on a trip to the moon. Who wants to go with me and what are you going to bring?"

Then, write the following sentence on the board for the students to say:

Hi, my name is..., and I'm going to bring a/an/some...

The students who are allowed to go are the ones who bring something that begins with the first letter of their name.

However, don't explain this to the students.

It's up to them to work it out!

The first student then stands up and says, "Hi, my name is..., and I'm going to bring a/an/some..."

If the item doesn't match with the first letter of their name, say, "I'm sorry, you can't go."

Then, move on to the next student.

If a student manages to work it out or accidentally says an item matching with the first letter of their name, you accept them on board and write up their name.

Eventually, most of the students will understand the game when they see that some students are allowed to go.

You can also have the students give more information about themselves (e.g. their age, hobbies, etc) by adding to the text on the board.