Activity Type

Speaking and Vocabulary Game: reading and writing clues, guessing (pair work)

Focus

Modal verbs and expressions of obligation and prohibition: *must*, *mustn't*, *have to*, and *don't have to*.

Job descriptions

Aim

To guess jobs from clues that contain expressions of obligation and prohibition.

Preparation

Make one copy of the cards for each pair of students and cut as indicated.

Level

Intermediate (B1)

Time

30 minutes

Introduction

In this *have to* and *must* game, students guess jobs from clues that contain expressions of obligation and prohibition with *must*, *mustn't*, *have to*, and *don't have to*.

Procedure

Explain that the students are going to guess jobs from clues.

Tell the students that there are six clues for each job. The first clue is quite difficult and the last clue is very easy. As the clues get easier, the correct answer is worth fewer points.

Demonstrate the activity by reading out the clues below one at a time. After you have read out a clue, elicit a possible job.

Clues

1. You must be very responsible. (6 pts)
2. You must wear a uniform. (5 pts)
3. You have to have a lot of training. (4 pts)
4. You have to travel very far. (3 pts)
5. You must take your passport to work. (2 pts)
6. You have to sit in the cockpit of an airplane. (1 pt)

Answer: pilot

Next, divide the students into pairs. Give each pair a set of face down cards. Ask the students to shuffle the cards and place them in a pile on the desk, without looking at them.

One student goes first and picks up the top card from the pile. The student then reads out the first clue on the card to their partner.

Their partner listens to the clue and guesses what the job could be.

If the guess is incorrect, the student reads the next clue and so on.

If their partner correctly guesses the job, he or she gets the number of points indicated next to the clue.

The two students then swap roles. This continues until all the cards have been used. The student with the most points at the end of the game wins.

Afterwards, ask each pair to think of a job and create their own clues using expressions of obligation and prohibition. The pairs then read their clues to the class for them to guess.

Clues

You have to wake up very early. (6 pts)

You have to work hard every day. (5 pts)

You must be fit. (4 pts)

You must operate machinery. (3 pts)

You must work in the countryside. (2 pts)

You must work with plants and animals. (1 pt)

farmer

Clues

You must work inside. (6 pts)

You have to like talking to people. (5 pts)

You have to stand up for a long time. (4 pts)

You must be good with your hands. (3 pts)

You have to sweep the floor. (2 pts)

You have to cut other people's hair. (1 pt)

hairdresser

Clues

You have to work in a team. (6 pts)

You have to wear a uniform. (5 pts)

You must be brave and helpful. (4 pts)

You mustn't be afraid of heights. (3 pts)

You must sometimes sleep at work. (2 pts)

You have to save people from fires. (1 pt)

firefighter

Clues

You have to be supportive. (6 pts)

You have to speak to many people. (5 pts)

You mustn't be late for work. (4 pts)

You have to be well prepared. (3 pts)

You must be knowledgeable. (2 pts)

You have to work in a classroom. (1 pt)

teacher

Clues

You must have good eyesight. (6 pts)

You have to sit down a lot. (5 pts)

You don't have to speak. (4 pts)

You have to use your hands and feet. (3 pts)

You must know your location. (2 pts)

You must pick people up at each stop. (1 pt)

bus driver

Clues

You have to work outside. (6 pts)

You don't have to wear a uniform. (5 pts)

You have to work with water. (4 pts)

You mustn't be afraid of heights. (3 pts)

You must use a bucket in your work. (2 pts)

You have to clean a lot of windows. (1 pt)

window cleaner