Identify Appropriate Answers

**Where** questions find out information about places.
Which of these could be a **where** question answer?

- under the sink
- on the wall
- between my toes
- piece of pie
- so busy
- in the book
- on the board
- USA
- next to her
- Mr. Jones
- happy
- Los Angeles
- Florida
- up
- very scary
- like a bee

**When** questions find out information about times.
Which of these could be a **when** question answer?

- 10:00
- simple
- February
- anytime
- at lunch
- seven thirty
- Tuesday
- watch
- five votes
- midnight
- help
- very soon
- pencil
- in the box
- yesterday
- 8:30

**Who** questions find out information about people.
Which of these could be a **who** question answer?

- April
- King Kong
don’t throw yet
my best friend
- George
- seventeen
- Mickey Mouse
- his cousin
- Mary
- my teacher
- somebody
- ants
- sharp pen
- you
- me
- all of them

* * * * * * * * * * * *

**Change It!**

Turn auxiliary verb sentences into questions. For example, turn "The dog is barking." into a question. Start with 3 word sentences, and gradually increase sentence length. For example:

- He is barking. → Is he barking?
- The dog is barking. → Is the dog barking?
- The black dog is barking. → Is the black dog barking?
- Those big dogs are always barking. → Are those big dogs always barking?
- Liquids are wet. → Are liquids wet?
- Those liquids were wet. → Were those liquids wet?
- All liquids are always wet. → Are all liquids always wet?
- Liquids are slick because they’re wet. → Are liquids slick because they’re wet?
- Toes are small. → Are toes small?
- My toes are bent. → Are my toes bent?
- My big toe is bent. → Is my big toe bent?
- My pinky toe was not bent. → Was my pinky toe (not) bent?

Encourage students to create their own. It doesn't matter if they’re silly, as long as they’re grammatical.
Twenty (or Ten) Questions

Teach students how to play “Twenty Questions.” Say, “I’m thinking of something in this room.” or for older students, “I’m thinking of something.” Require them to ask questions beginning with target question words that can be answered with a yes or no. Their questions should attempt to extract information regarding the imagined object’s features, such as attributes, parts, functions, location, etc. For variety, write various question words down, and cross off as used. “Ten Questions” may produce a more appropriate amount of challenge, depending upon familiarity of imagined object. Use cues as necessary, especially for younger students.

Find Out!

Create cards with question words on one side, and instructions on the other. The instructions should require the students to find out information. For example,

Find out where Mongolia is.
Find out what a xylophone is.
Find out when the Civil War happened.

Questions should be grammatical. For variety points can be awarded depending upon length of question. These points can be labeled on the front next to the question word. The cards can be placed in two or three piles, giving the students options of how much they wish to be challenged. For example,

3 points → Find out where China is. (Where is China?)
5 points → Find out who the second President was. (Who was the second President?)
7 points → Find out how to make a paper airplane. (How do you make a paper airplane?)

Mix it Up!

Sometimes students use the same answers for different questions. They’re hesitant to “mix it up.” Ask questions requiring different answers. Don’t let them get away with incorrect responses. For example, for students that love to continuously answer yes-no questions with “yes,” alternate required responses. Instruct them to listen carefully. For example,

Is your name Joe? Yes. Is your name Betty? No. Are you thirteen years old? No. Are you six years old? Yes. etc.

For –wh questions, refer to “No one knows everything,” from Pragmatic Judgment section.