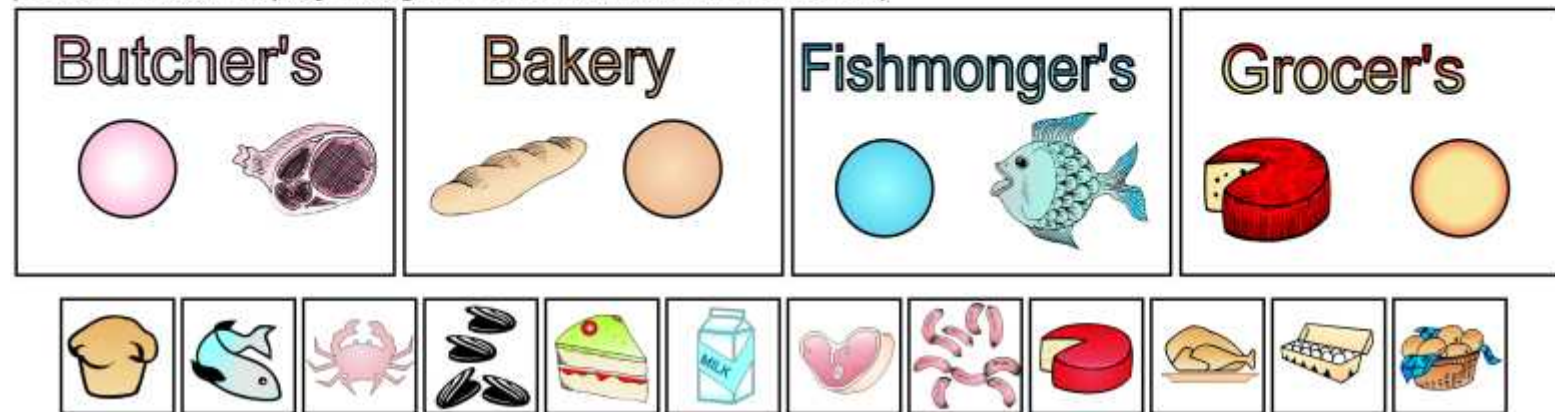


Year TWO- Teacher's Book and Data CD extracts:

Topic 6 - Lesson 10 - Activity 3 - At the shops

(Materials used to play this game are included in the Data CD)



You will need the food cards and the shops flash cards, a selection of other bingo cards, some coins and perhaps some paper for the shop assistant.

The children write down, on little bits of paper, the prices of each food item and then they make "shops" at different places around the room using the shop flash cards. Four of the children are shop assistants, the rest are shoppers.

Give each child a shopping list and send them off shopping.

Prepare these lists in advance according to the vocabulary your group have covered.

The dialogue should go something like this:

HELLO!

HELLO!

I WOULD LIKE SOME APPLES PLEASE

HOW MANY?

5 PLEASE

HERE YOU ARE, IS THAT ALL?

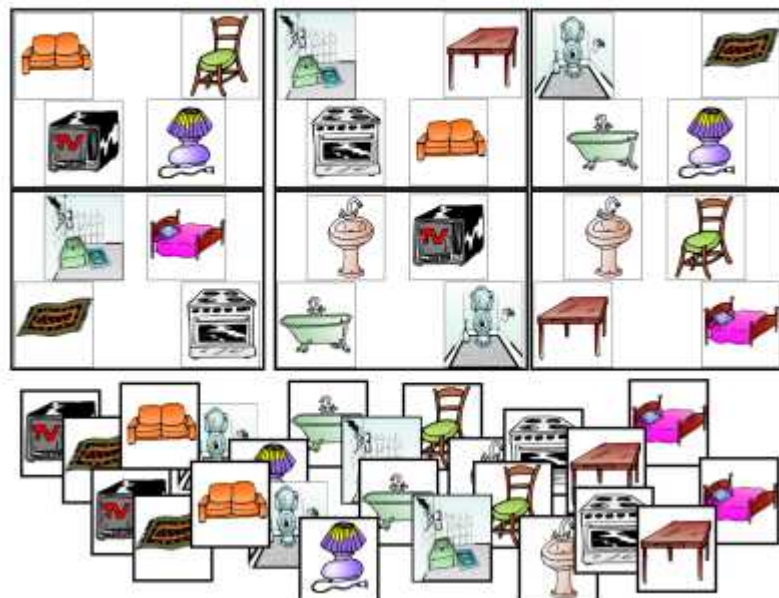
YES/NO. HOW MUCH IS IT?

...POUNDS, PENCE, DOLLARS, CENTS

HERE YOU ARE. THANK YOU. BYE!

Topic 7 - Lesson 6 - Activity 2 - House Boardgame

(Materials used to play this game are included in the Data CD)



You will need the A3 house board game, 6 furniture bingo boards, 24 furniture bingo cards, 6 counters and a die. The object of this game is for each child, or group of children, to go from room to room collecting items they need on their bingo board. Before you begin, place the appropriate bingo cards alongside the different rooms as indicated on the House Board game:

A TABLE, CHAIR AND COOKER IN THE KITCHEN

A TV, A SOFA, A TABLE IN THE LIVING ROOM

A SHOWER, A LAMP, A SOFA IN BEDROOM 1

A BED, A RUG AND A CHAIR IN BEDROOM 2

A TOILET, A BATH AND A BASIN IN BATHROOM 1

A TV, A BED AND A LAMP IN BEDROOM 3

A SHOWER, A TOILET AND A BATH IN BATHROOM 2

A RUG, A COOKER AND A BASIN IN THE CELLAR


The children take it in turn to throw the die and move around the house board game.

They collect the items on their boards by going into the different rooms.

For example: if a child lands in the cellar, they must say if they need an item from there or not.

For example: **I NEED A COOKER** (and they pick up the corresponding bingo card and place it on their board)
or **I DON'T NEED A COOKER.**

If a child lands in the KITCHEN he/she can move to BEDROOM 3 via the SECRET PASSAGE
and so take another item. When a child/team has completely filled their board, he/she/they calls out:
I'VE FINISHED!

: you will find activities related to the house at www.lcfclubs.com (Babelzone)