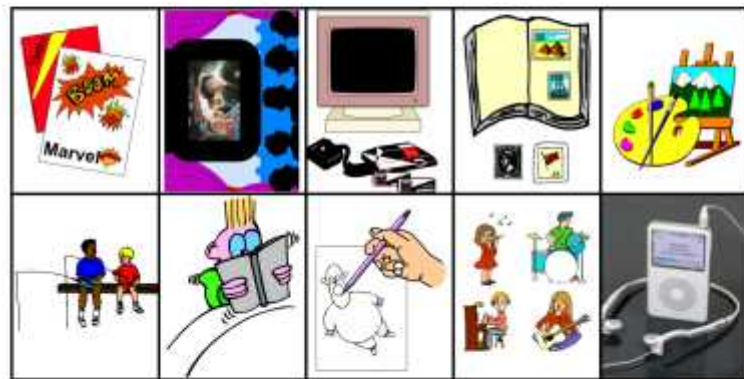


Year FIVE - Teacher's Book and Data CD extracts:

Lesson 12 - Activity 1 - Flashcards Challenge

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



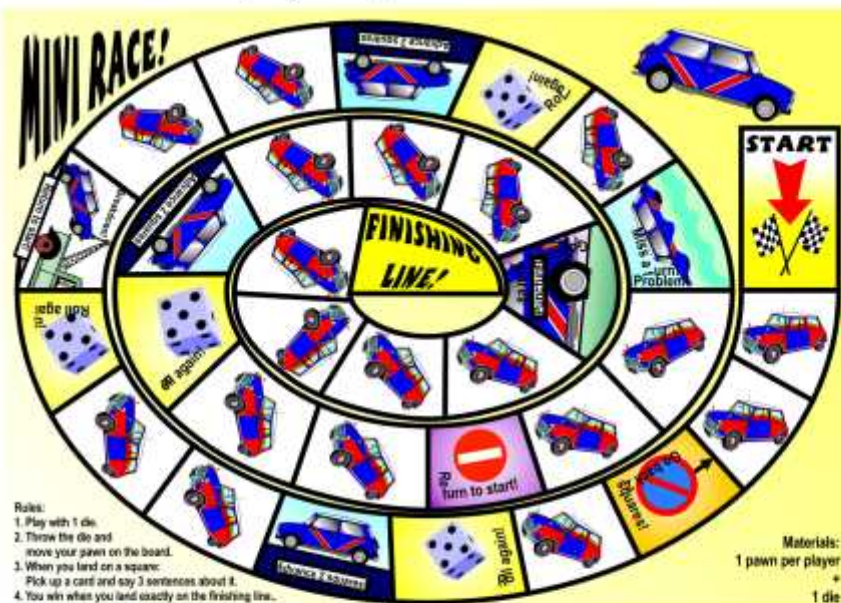
Using the flash cards from this course, students have to form a question including the activity or hobby. Go through some examples first, write them up on the board.

- e.g.
Golf 'He is playing golf' /
Swim 'Do you like swimming?' /
Basketball 'Do you want to play basketball?' /
Collect stamps 'Does she collect stamps?'etc.

NB: you will find activities related to sports at www.lcfclubs.com (Babelzone)

Lesson 31 - Activity 4 - Mini Race

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



- Rules:
1. Play with 1 die.
2. Throw the die and move your pawn on the board.
3. When you land on a square: Pick up a card and say 3 sentences about it.
4. You win when you land exactly on the finishing line.

Materials:
1 pawn per player
1 die



The players have a pawn each. They throw the die in turns.

When they land on a space with a mini, they have to pick up a card and find / say 3 sentences to describe it in order to stay on that space. Before you start playing, it is good practice to go through the cards with the students in order to "brainstorm" the group for sentences. This way, you can add your own input to avoid repetitive sentences.

This warm-up can also be turned into a mini game of "Originality": Split the group into 2 teams who must write/ prepare 3 sentences each about a picture. Similar sentences from both teams will cancel each other.

Teams score 1 point per correct and original sentence.

When you are satisfied with the variety of sentences, follow the warm up with a creative game:
Pick up 3 cards at random and ask the group to make up a short story involving these 3 cards
(providing a cause / action / consequence).

For instance, the following combination can create :



John's car crashes. He is late. He is running because he wants to catch a helicopter.

The helicopter is flying above the city. The driver in the car looks at the helicopter and crashes.
John is scared and runs away.

Do trust children to use their imagination and make up stories where you do not see one.
Keep this fun and give them the vocabulary they need.

Start playing the board game. At the end, when a player lands on the finishing line you may use the second warm-up game to spice up the game: In order to win, the child must chose 3 cards and (re)create a short story.

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