

Draw it!

Team A

 <p>She's good at flying kites.</p>	<p>The dinosaurs were grey.</p> 
<p>Do you like drawing?</p>	<p>The mobile phone is more expensive than the torch.</p>
<p>There isn't any cheese.</p>	<p>Yesterday I watched a film.</p>
<p>I wash up at half past six.</p>	<p>Did you eat pizza at the weekend?</p>
<p>The bus station is opposite the school.</p>	<p>It's going to be rainy on Thursday.</p>

Team B

<p>He's good at climbing trees.</p>	 <p>The dinosaur was big.</p>
<p>Do you like listening to music?</p> 	<p>The laptop is bigger than the walkie-talkie.</p>
<p>Is there any chicken?</p>	<p>Yesterday I played tennis.</p>
<p>I take the dog for a walk at half past seven.</p>	<p>Did you go to school on Monday?</p>
<p>The clock is below the window.</p>	<p>It's going to be cloudy on Thursday.</p>

Draw it!

Teacher's notes

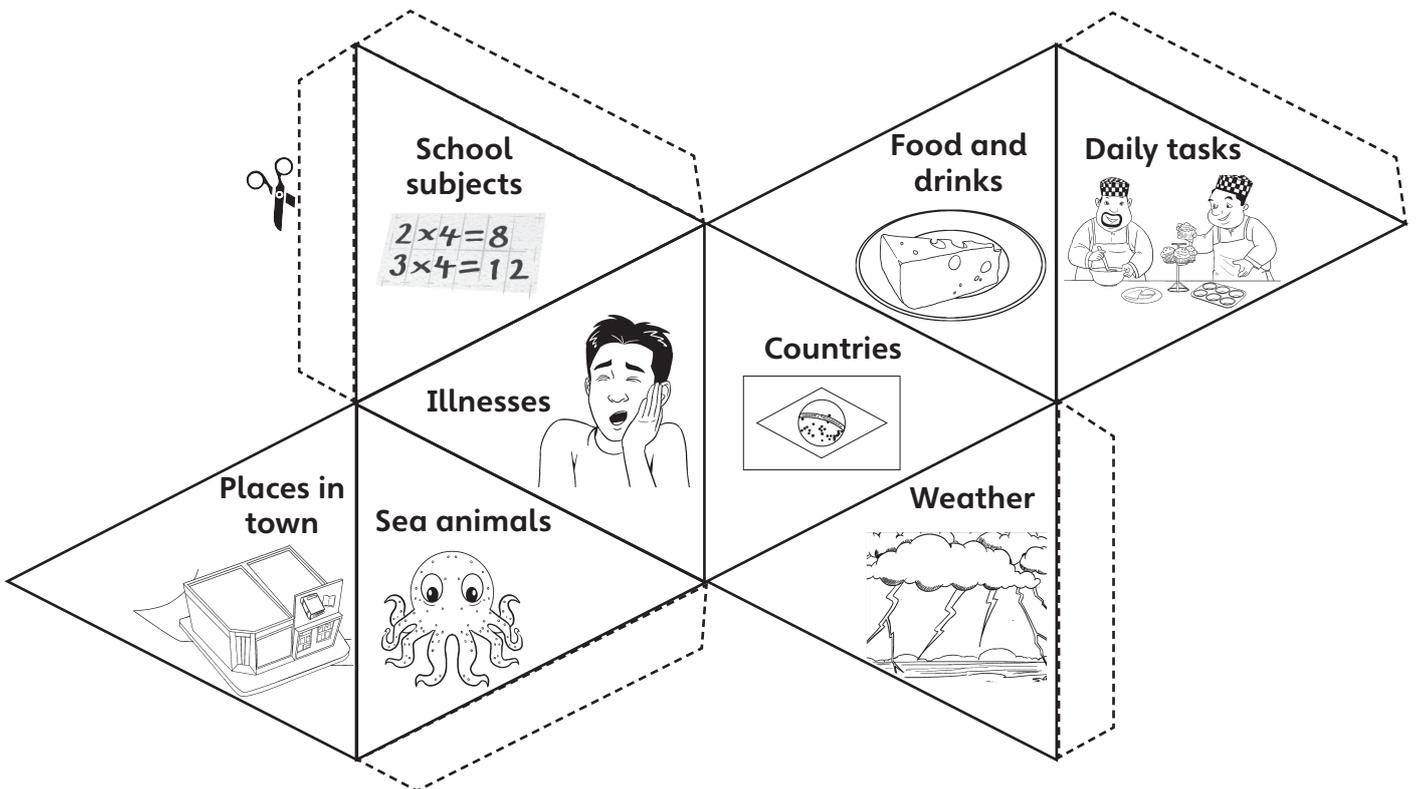
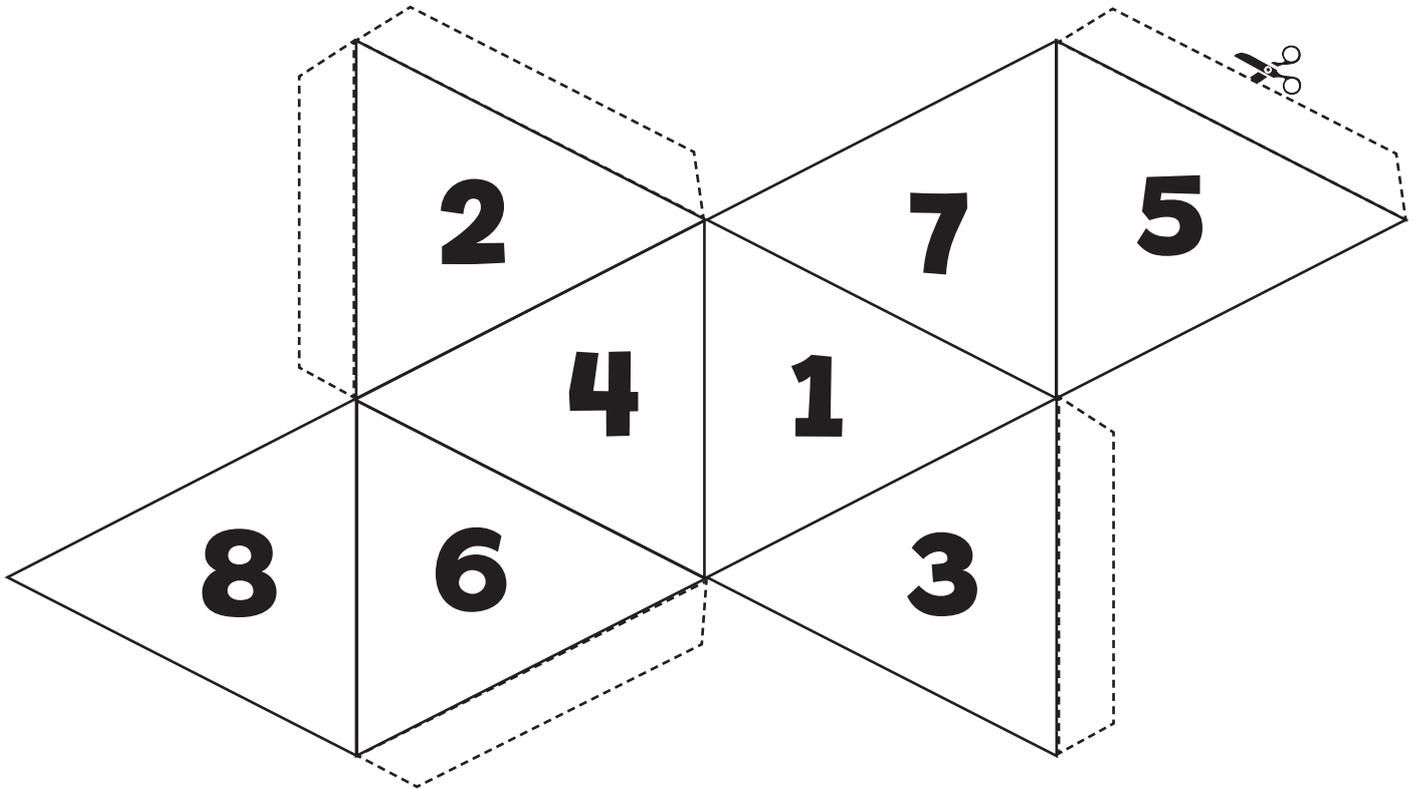
You will need: A copy of the worksheet, scissors.

- Divide the class into two teams, Team A and Team B.
- Cut out all the cards on the worksheet and give each team their set of ten.
- Each team places their cards face down in a pile on the table. Students take it in turns to pick up a card and draw a picture for the other students in their team to guess the sentence. Give an example on the board before you begin, and explain the rules: students cannot speak or write any words, but they can draw symbols, Tu for Tuesday, question marks, etc.
- Once a team member guesses the sentence correctly, the next player takes their turn to draw.
- The first team to guess all the sentences correctly is the winner.

Extension activity:

This game could also be played as a mime activity.

Throw and say



Throw and say

Teacher's notes

You will need: A copy of the worksheet for each student, coloured pens or pencils, scissors, glue.

- Divide the class into small groups.
- Give each student a copy of the worksheet to colour in and cut out.
- Show students how to make their two eight-sided dice.
- Students take it in turns to throw their picture eight-sided dice and their number eight-sided dice. The number on the dice tells them how many objects they must say from the vocabulary group shown on the other dice.
- If the student is able to say the number of vocabulary items required, they are awarded a point. It is then the turn of the next player.
- The game finishes after a time limit you have set, or, alternatively, when a player has completed every group of vocabulary.
- Keep the two eight-sided dice for future classes.

Extension activity:

Ask students to write the words instead of saying them.