

Pancake Day 3: Games

by Julian L'Enfant

Level: A1 Breakthrough (Council of Europe); Starters/Movers (Cambridge YL tests); Beginner/Elementary

Target Age: 8-10 years

Time needed: 30 mins for activity 1; 15-20 minutes for each subsequent activity.

Materials: Thick brown card (e.g. from boxes), tissue paper, glue, glitter, scissors; several frying pans.

Paper pancakes

1. Pupils cut the piece of card into a circle. (For younger children, draw the circle for the pupils before the class.)
2. Pupils decorate their pancake with tissue paper.
3. Glitter could be used as sugar.

Pancake Relay Race

1. Divide the group into teams of 3 or 4: Each team name could be a word or ingredient associated with Pancake Day.
2. Choose a large space suitable for a race with a Start and Finish line. Students have to complete the assigned course.
3. Students have to 'toss the pancake' as they run.
4. Students pass the frying pan to the next team member, who runs the next leg of the course.

Pancake-tossing competition

1. Choose three pupils to come to the front. Each pupil has a frying pan and a 'pancake'.
2. Tell the pupils they need to toss the 'pancake' as many times as they can in 30 seconds.
3. Divide the rest of the students into three groups. Each group counts and makes a record of the score. Choose a time-keeper to monitor the time.
4. Choose the next three students to try and repeat the process.
5. Who is the class pancake-tossing champion? All of the students should get involved, e.g. assign groups to be responsible for timing, counting, cheering.
6. Follow-up: The students draw a bar graph with the results of the competition.