YOUNG LEARNERS



Classroom cubes

by Maria Toth

Age: Primary (6–11) Language aim: To give instructions and say where things are in the classroom Time: 25–35 minutes Student grouping: Groups of four Materials: One copy of Worksheets 1 and 2 for every group of four students Language focus: Put a book / pencil / ruler / pen / pencil sharpener / pencil case ... in / on / under ... a table / chair / bag / cupboard / the teacher / the door. Aim of the game: To create instructions by throwing

two cubes and adding the correct preposition

Warmer

Give the children a series of instructions and ask them to carry them out. Make sure you include practice of *in* and *on* so that the children understand the difference.

Playing the game

Step 1

Hand out a copy of Worksheets 1 and 2 to each group of four children. Show them how to make cubes.

Step 2

Divide the groups of four into two teams of two. Team A and Team B. Write up the following prepositions on the board for reference: *in*, *on*, *under*.

Step 3

Team A in each group begins by throwing each cube once. They then say a sentence out loud, using the words they have thrown and adding a preposition (either *in*, *on* or *under*) to make a logical and correct instruction, e.g. 'Put a pen on a chair' but not 'Put a pen in a chair.' If Team B agrees that the instruction is correct, Team A scores a point. Team B then carries out the instruction. They too score a point if they carry out the instruction correctly. The teams must keep track of the scores.

Step 4

Team B now throws the cubes and makes a correct sentence and so on until you stop the game. The teams count up their points and the teams with the highest scores in each group are the winners.

Extra ideas

The text on the cubes can be changed to practise other areas. For example:

Numbers 1–10

Make two cubes, both showing numbers between 1 and 10. Check that the children understand plus and minus. Team A throws the cubes and gives Team B a question, e.g. 3 + 4 or 6 - 2. Team B must then give the correct answer.

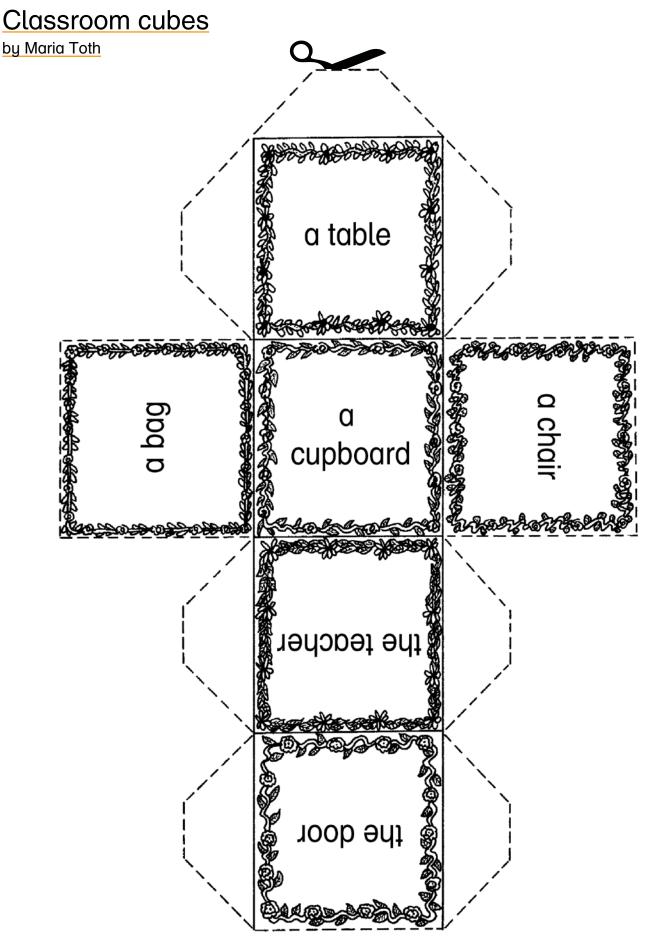
Actions in the past

Make two cubes, one showing times and the other showing days. Team A throws the cubes and gives one of the players in Team B a question, e.g. (Friday / 9 o'clock) – Team A: What were you doing on Friday at 9 o'clock? Student in Team B: I was watching TV.



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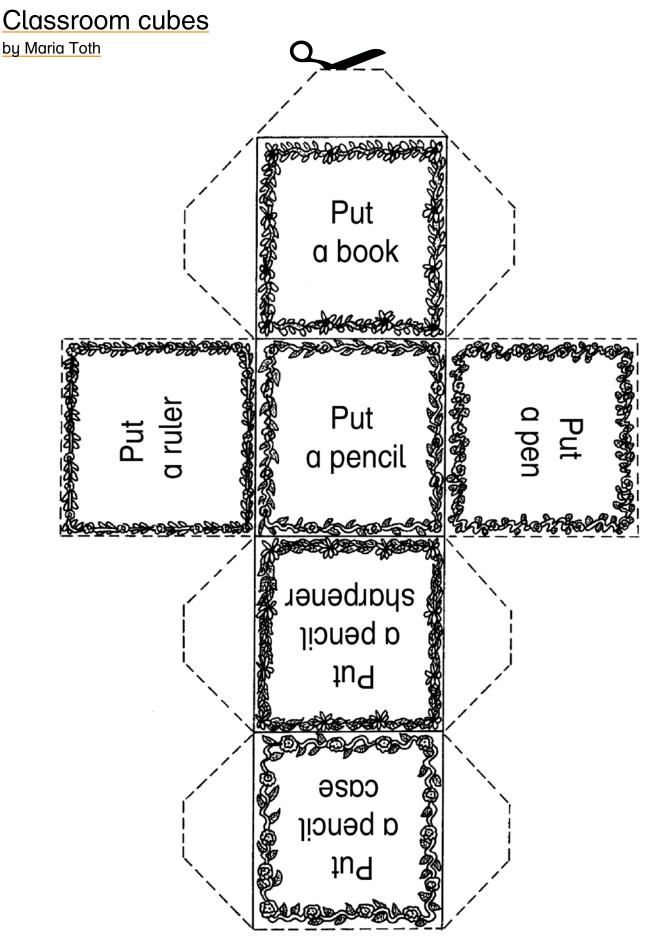




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WORKSHEET 2