

Animal guessing game

by David Paul

Level 1 • Starter / Beginner +

Age: Primary (6–11)

Language aim: To practise animal vocabulary, to practise asking questions

Time: 10 minutes +

Student grouping: Whole class

Materials: One copy of the worksheet for every 22 students (cut up), safety pins or tape

Language focus: Animals and their characteristics

Preparation

Cut out the words from the three worksheets below so that there is one word for each child. It may be necessary to have more than one copy of each word.

Playing the game

Step 1

Stick one animal on each student, but don't let them see it! (E.g. stick it to their back.)

Step 2

The students have to mingle and ask each other questions to find out what animal they are. For example:

- *What colour am I?*
- *Am I fast or slow?*
- *Where do I live?*

Step 3

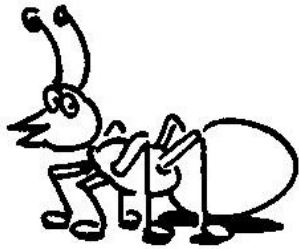
After finding out which animal they are, the children make themselves available to be asked questions by the others who haven't yet found out.

Variations

- To make the activity harder, tell the students they are only allowed to ask 'Yes/No' questions, and/or set a limit as to the number of questions they are allowed to ask.
- The game can be played with other categories of words (e.g. places in the city, objects in the room, vegetables, countries, famous people, etc).

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ant

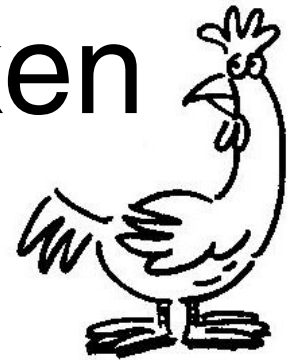


bee

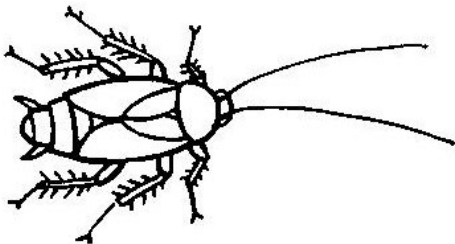


bird

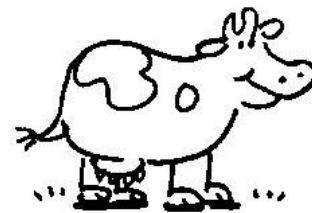
chicken



cockroach



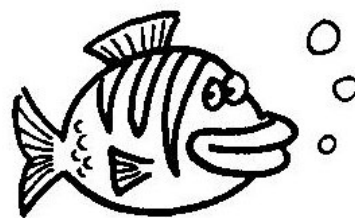
pig



duck



fish



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fox

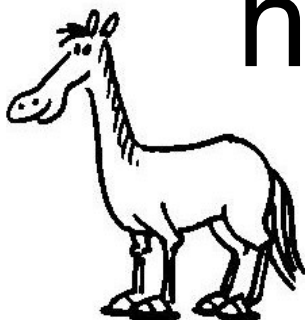
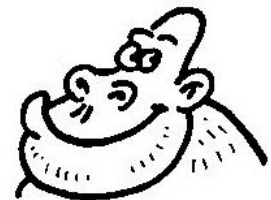


frog



goat

gorilla

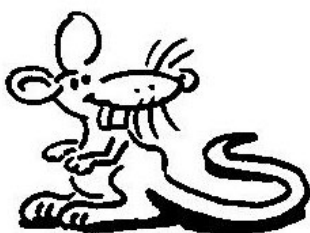


horse

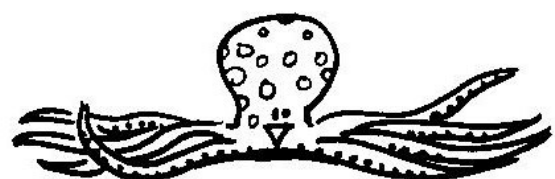
kangaroo



mouse



octopus



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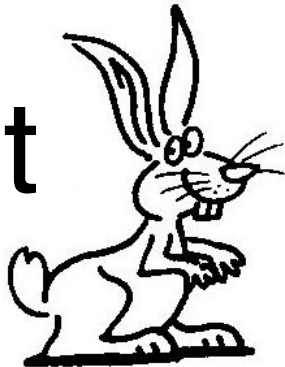


owl

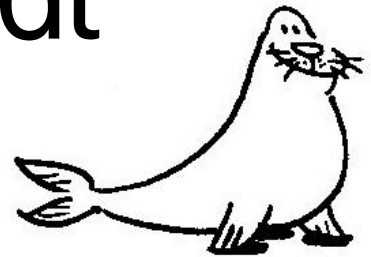


panda

rabbit



seal



shark



sheep