

Holiday fun

by Jackie Holderness & Annie Hughes

Level 2 • Beginner–Elementary

Age: Primary (6–11)

Language aims: To use town and leisure vocabulary; to practise following directions

Time: 45 minutes

Student grouping: Pairs, whole class

Materials: One copy of the worksheet per student; one coin per pair; colouring pens or pencils; pictures of *house, zoo, swimming pool, circus, funfair, park, playground* (optional); pictures of a variety of zoo animals (optional)

Language focus: *House, zoo, swimming pool, circus, funfair, park, playground; turn left / right, go back, go to, throw again, go straight, wait here, miss a go; coin, heads, tails*

Follow-up activity

Teach zoo animals, such as *monkey* and *elephant*, using the pictures you prepared or drawing on the board. The children act out the story of a journey to the circus (standing behind their desks) as you tell the story. You could say: 'It's a lovely sunny day. I walk along the street, and I buy an ice cream. I go to the zoo and watch the animals. I laugh at the monkeys, and I give the elephant a banana.'

Procedure

Step 1

Teach the vocabulary – *house, swimming pool, circus, funfair, park, zoo* and *playground* – using the pictures you prepared or the worksheet. Hand out the worksheet.

Step 2

Teach *heads* and *tails* and explain that the children can use the coins to play a game. At each letter on the game, they will read and follow the instructions.

Step 3

Teach the instructions in the boxes on the worksheet and check everyone understands *left/right, stop, wait here, throw again, go to ..., go back* and *miss a go*. Write the instructions on the board and read them aloud as a class.

Step 4

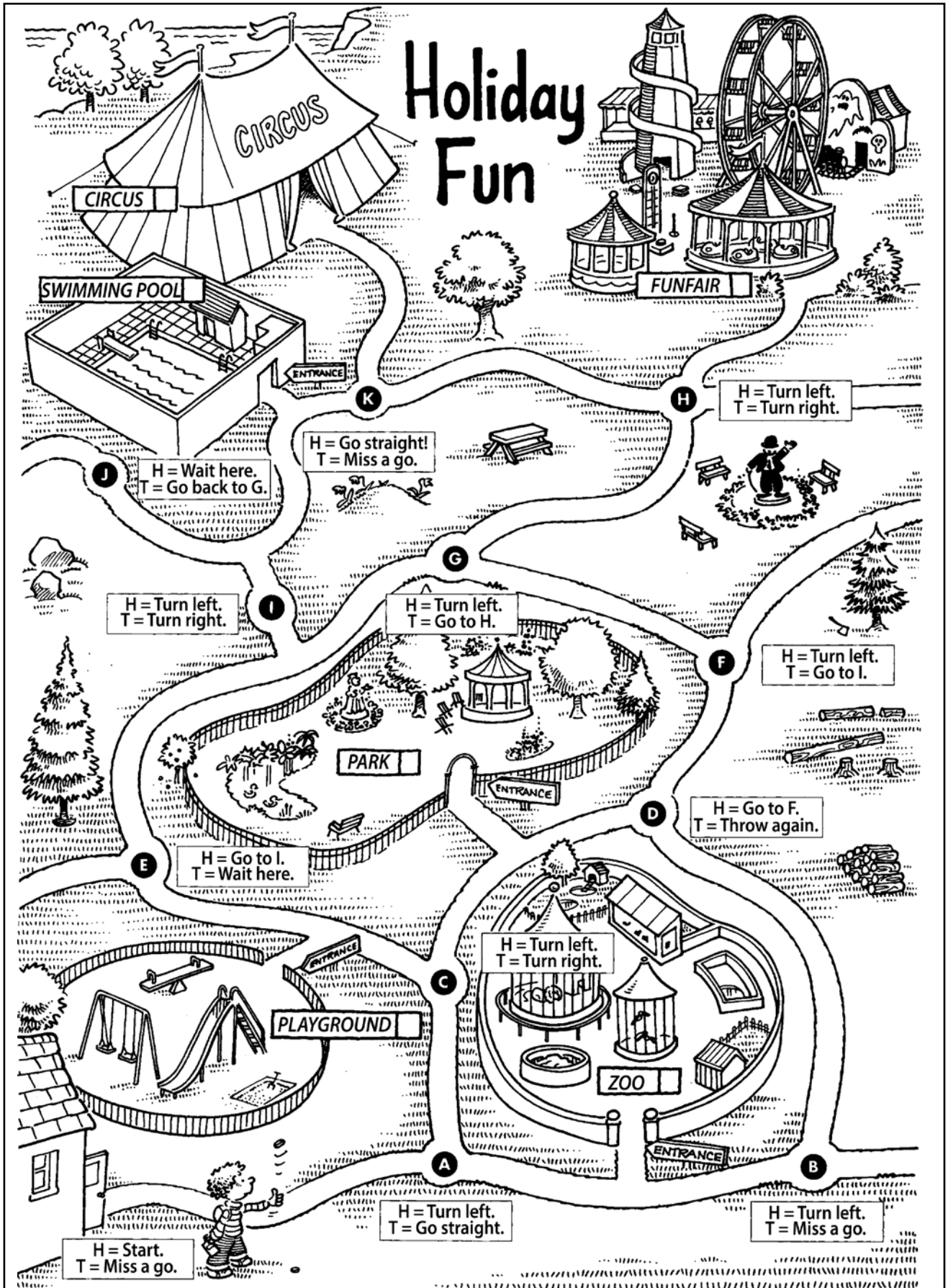
You can make this fun by asking one child to stand up and giving them a coin. Ask them to toss it. They should say either *heads* or *tails* and then follow the instructions in the box. Tell them that *H* means *heads* and *T* means *tails*. Repeat with other children.

Step 5

The children now play in pairs. At each letter, the children should toss the coin to decide which action has to be taken. The first child to reach the circus wins. They then swap partners and play again.

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WORKSHEET