#### TEACHER'S NOTES

## Dream team by Gabby Hewitt



Level: Pre-intermediate

Time needed: +/- 1 hour

**Aim:** To improve learners' ability to make suggestions and agree and disagree with one another.

Sub-aim: To practise describing people.

**Materials:** One copy of the worksheet per pair/ group of three. Dice.

### Warmer

- 1. Tell the students that you're not going to teach them next week and they are going to decide who will be their substitute teacher. On the board write the names of five (living) famous people known to the students. Try to include at least one footballer or sports star. Examples could be: *Cristiano Ronaldo, Angelina Jolie, Homer Simpson, JK Rowling, Rafael Nadal*.
- 2. Elicit opinions from the students about why these people would be suitable teachers or not and get students to agree and disagree with each other, giving reasons.
- 3. Write up some key language on the board as a prompt. For example, *What/How about...?*, *I reckon...*, *You're right*, *I agree*, *That's true*, *I'm not so sure*, *I disagree*, *Yes*, *but...*, *I don't think so*, *It depends*.

#### Main activity

- 1. Explain to the class that they're going to create an imaginary football team. If necessary, stress that they do not need to know much about football to do this activity; it just provides a basis for discussion and can be as silly or as serious as they want it to be.
- 2. Pre-teach the key vocabulary for the main activity: *goalkeeper, defender, midfield, forward, captain, manager, kit.*
- 3. Organize the students into pairs (or groups of three) and give a copy of the worksheet to each group.
- 4. Students follow the instructions on the worksheet, using the language practised in the warmer.

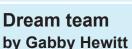
#### To finish: The dream team tournament

1. Each 'team' (pair of students) plays against another team.

#### The rules:

- The matches last 30 seconds.
- The teams take it in turns to throw a dice.
- The numbers on the dice determine what happens in the match (see below).
- 2. Depending on the size of the class/time constraints, the winning team then plays another winning team, and so on.
- 3. Write the following on the board (and explain any unknown vocabulary):
- **1** = Goal!
- 2 = Hit the post
- 3 = Own goal
- 4 = Goalkeeper saves your shot
- 5 = Red card (miss a turn)
- 6 = Penalty!







Work in pairs. Discu	iss your ideas in English.			
1. Choose a n	ame for your dream footb	oall team.		
The team nai	me is			
	you want to play in each		n ha raal faathallare	
	s stars, actors, singers, p		i de real lootballers,	
	2 11			
Goalkeeper				
Defender 1	Defender 2	Defender 3	Defender 4	
Midfield 1	Midfield 2	Midfield 3	Midfield 4	
	Forward 1	Forward 2		
3. Explain why  Goalkeeper:	y you have chosen each	person.		
Defender 1: Reason:				
Defender 2:				
Defender 3:				
Defender 4:				
	· · · · · · · · · · · · · · · · · · ·			
Midfield 1:				
Midfield 2: Reason:				
Midfield 3:				
Midfield 4: Reason:				



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## **Dream team** by Gabby Hewitt

Forw	ard 1:		
	eard 2:		
	son:		
4.	Choose which player will be the captain	of the team and why.	
The captain of the team is		because	
	·		
5.	Choose a manager for your team.		
The	manager of the team is	because	
	···································		
6.	Design your team kit.		
	Home	Away	

