

Other Activities

Activity 1 Mr./Miss Shapes

Teachers may use familiar language items to help children compile their own storybooks. This will boost their interest and confidence in reading. The target vocabulary items in the storybook "Mr./Miss Shapes" are shapes, colours and body parts. Learners may find it interesting to revisit these items again in a new context. The story becomes more attractive and meaningful to the learners if they are allowed to choose the character's name, gender and appearance and then compile their own storybook on "Mr./Miss Shapes".

Activity 2 Toy cube

Learners work in groups to practise using "I like..." or "I don't like..." by throwing a large dice, the toy cube, to express their interest in meaningful contexts. A record sheet is provided so that the learners can record their likes and dislikes. Other vocabulary items, e.g. food, colours, etc. can also be practised in this game.

Activity 3 Weekdays dominoes

This challenging but interesting game provides a context for learners to practise how to use ordinal numbers to talk about the order of the weekdays. Learners take turns to place the dominoes on the left or right side of the cards already on the table. Then they have to talk about the weekdays using an accurate sentence. Learners also practise spellings of the weekdays by writing the sentences they have made on a record sheet.

Activity 4 Jumbled letters

Learners work together to rearrange some letter cards to make words to learn. They will then be asked to use these new words for writing activities. During the game, learners listen to their teacher's reading and try to associate sounds with letters using their phonics skills. This game also helps learners to become familiar with letter shapes and further develop their print and word awareness.

Activity 5 What is this?

In this information gap activity, learners ask questions and make guesses about the objects on the picture cards inserted under the masking strip. The game

provides opportunities for learners to consolidate the use of some vocabulary items in meaningful contexts.

Activity 6 Word hunt

Learners are given grids with letters and asked to hunt (look for) and circle some target words. This game is a word association activity when teachers invite learners to look for words which are related, e.g. food, animals, etc. In the process, learners can also apply their phonics skills by associating sounds with letters.

Toy cube

Learners work in groups to practise using "I like..." or "I don't like..." by throwing a large dice, the toy cube, to express their interest in meaningful contexts. A record sheet is provided so that the learners can record their likes and dislikes. Other vocabulary items, e.g. food, colours, etc. can also be practised in this game.

How to make the toy cube

1. Print out the toy cube (dice) sheet.
2. Cut along the outline of the cube.
3. Paste the cube on to cardboard to make it more durable.
4. Fold along the dotted lines.
5. Paste the sides together with glue or adhesive tape.

How to make the record sheet

Print out the record sheet.

How to conduct the game

1. Revise the target vocabulary items on toys with some picture cards. Ask learners if they like/don't like the toys each time you show a picture. Help learners practise the use of the target language items "I like..." and "I don't like..." in contexts.
2. Ask learners to work in groups of 4. Give each group a toy cube and a record sheet.
3. Each learner throws the toy cube twice. Each time, he/she looks at the picture shown on the cube and says if he/she likes or does not like it ("I like..." or "I don't like...").
4. The other group members listen and record the findings on the record sheet:

✓ = I like ...
✗ = I don't like ...
5. Learners compile their group's findings on the record sheet and report their group's preference to the class orally.

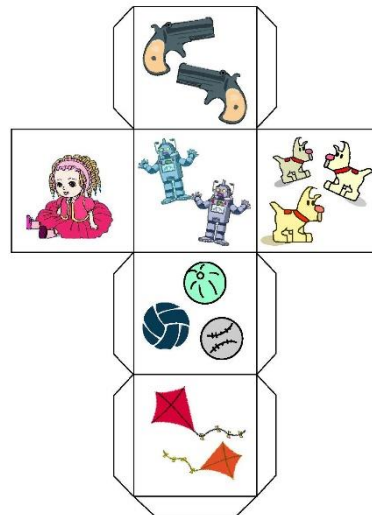
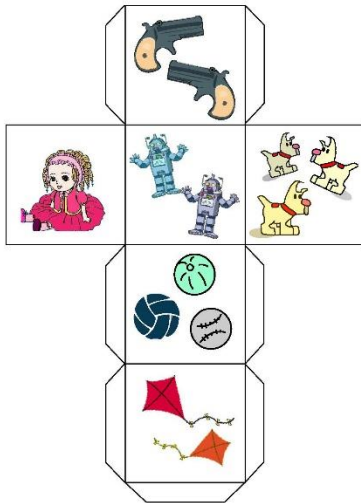
Toy cube sheet and record sheet

How to make the toy cube

1. Print out the **toy cube (dice) sheet**.
2. Cut along the outline of the cube.
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5. Paste the sides together with glue or adhesive tape.







How to make the record sheet

Print out the record sheet.









Toy Cube

Each pupil throws the Toy Cube 2 times.
 Look at the toys and say "I like..." or "I don't like...".
 Put ✓ or ✗ in the boxes.
 ✓ = I like ...
 ✗ = I don't like ...

Names						

Toy Cube

Each pupil throws the Toy Cube 2 times.
 Look at the toys and say "I like..." or "I don't like...".
 Put ✓ or ✗ in the boxes.
 ✓ = I like ...
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Names						

Weekdays dominoes

This challenging but interesting game provides a context for learners to practise how to use ordinal numbers to talk about the order of the weekdays. Learners take turns to place the dominoes on the left or right side of the cards already on the table. Then they have to talk about the weekdays using an accurate sentence. Learners also practise spellings of the weekdays by writing the sentences they have made on a record sheet.

How to make the dominoes

1. Print out the dominoes sheet.
2. Cut out the 32 dominoes.
3. Paste the dominoes on to cardboard to make them more durable.

How to conduct the game

1. Revise the use of ordinal numbers with the learners. Get them to talk about the different days in a week, e.g. The third day is Tuesday.
2. Ask learners to play dominoes in groups of 4. Give each group a set of 32 cards with the ordinal numbers on the left and the weekdays on the right. Each learner collects 8 dominoes.
3. One learner begins by placing the first domino on the table. The next learner tries to place one of his/her cards next to one of the cards on the table to make a sentence, e.g.

The first card is **Mon/third**.

Learner A has **Tue/fifth** so he/she puts the card on the right side **Mon/third Tue/fifth** and says: *The third day is Tuesday.*

Learner B has **Sat/second** so he/she lays the card on the left side **Sat/second Mon/third** and says: *The second day is Monday.*

4. The learner who cannot make a sentence with the cards misses a turn.
5. The first learner who uses up all dominoes he/she has is the winner.
6. Learners look at the dominoes on the table and write the sentences on a record sheet in groups.

Dominoes sheet

How to make the dominoes

1. Print out the **dominoes sheet**.
2. Cut out the 32 dominoes.
3. Paste the dominoes on to cardboard to make them more durable.

Sun	third	Mon	third
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Sun	fifth	Mon	fourth
------------	-------	------------	--------

Sun	sixth	Mon	fifth
------------	-------	------------	-------

Sun	last	Mon	sixth
------------	------	------------	-------

Mon	sixth
------------	-------

Tue	first	Wed	first
------------	-------	------------	-------

Tue	second	Wed	second
------------	--------	------------	--------

Tue	fourth	Wed	third
------------	--------	------------	-------

Tue	fifth	Wed	fifth
------------	-------	------------	-------

Wed	fifth
------------	-------

Fri	second	Thu	first
------------	--------	------------	-------

Fri	fourth	Thu	fourth
------------	--------	------------	--------

Fri	fifth	Thu	fourth
------------	-------	------------	--------

Fri	last	Thu	sixth
------------	------	------------	-------

Thu	last
------------	------

Sat	first
------------	-------

Sat	second
------------	--------

Sat	third
------------	-------

Sat	fourth
------------	--------

Sat	sixth
------------	-------

What is this?

In this information gap activity, learners ask questions and make guesses about the objects on the picture cards inserted under the masking strip. The game provides opportunities for learners to consolidate the use of some vocabulary items in meaningful contexts.

How to make the picture cards

1. Print out the picture sheet.
2. Cut out the pictures and paste them on cards to make them more durable.

How to make the masking strip game board

Materials needed

- Transparency (1)
- Cardboard (1 piece)
- Adhesive tape

Steps

1. Print out the masking strip.
2. Photocopy the masking strip on to a transparency.
3. Put the plastic masking strip on top of the game board and seal 3 sides with adhesive tape.

How to conduct the game

1. Revise the target vocabulary items with some enlarged picture cards.
2. Invite learners to work in pairs. Give each pair of learners one masking strip game board and a set of picture cards.
3. Learners take turns to ask questions and make guesses about the objects on the picture cards, e.g. Learner A places a picture card under the masking strip and asks Learner B "What is this?"; Learner B guesses the object and says "It's a ...".
4. Learners who make the correct guess can keep the picture cards. The game is finished when all the picture cards are used. The learner with more cards wins the game.

Picture sheet and marking strip game board

How to make the picture cards

1. Print out the **picture sheet**.
2. Cut out the pictures and paste them on cards to make them more durable.

How to make the masking strip game board

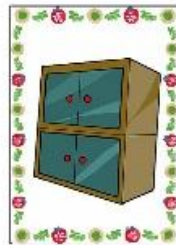
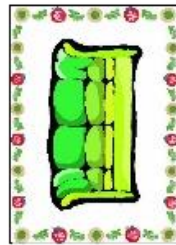
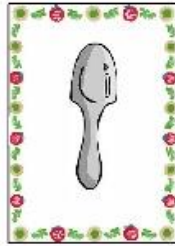
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- Transparency (1)
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Pictures



Masking Strip

