**Computer Game: Dinosaur Dig**

Listen to or read this story to find out what Sonia got for her birthday.

(Video link: <https://learnenglishkids.britishcouncil.org/en/short-stories/dinosaur-dig>)

**Teacher’s Notes / Lesson Plan**

* The main activity is based on a narrative text (story/account) about a girl and her realistic computer game, which fits into the module *“Happy Days”.*
* Language item/structure:
* Simple past tense to describe activities or events in a story
* Vocabulary items: click, computer, icon, screen, switch on

**Main Activity**

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| **Duration** | 10 minutes |
| **Aim** | * To develop students’ ability to predict the likely development of a story based on context |
| **Teaching Steps** | 1. Play the video up to the part when Sonia finds the golden bone and elicit what might happen next. 2. Write students’ suggestions on the board. 3. Play the rest of the video to check their prediction. 4. Elicit whether students’ predictions are correct. |

**Extension/Consolidation Activity**

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| **Duration** | 20 minutes |
| **Aim** | * To develop students’ ability to understand the connection between ideas |
| **Teaching Steps** | 1. Distribute the worksheet to students and ask them to complete Parts 1 and 2, which check students’ understanding of the story. 2. Give students time to compare answers with a partner before eliciting ideas from the class. 3. Play the video again if required. 4. Demonstrate how to play the “Dinosaur Dig” game in Part 3 with a student. Draw the bones and dinosaurs in the squares, or use letters (e.g. B for bone, D for dinosaur). 5. Students play in pairs. |