

Module : Places and Activities

Unit : In the shop

Task : Buying things

Level : Key Stage 1

Key Stage Targets:

To develop an ever improving capability to use English

- to provide or find out and present simple information on familiar topics (K.D.a)
- to obtain and provide information in classroom situations and through interactive games (I.D.e)

Language Focus:

- Ask "What" questions to identify objects,
e.g. What is it? / What are they?
It's a card. / They are oranges.
- Ask "Where" questions to find out place,
e.g. Where do you buy _____?
I buy it / them in a fruit shop.
- Ask "How much" to find out price,
e.g. How much is / are the _____?
It's / They're _____ dollars.

Language skills:

Listening

- locate specific information in response to simple questions
- identify main ideas
- locate specific main ideas

Speaking

- maintain an interaction by providing information in response to factual questions
- use modelled phrases and sentences to communicate with other learners,
e.g. "Where do you buy a birthday card?" "I buy it in a book shop."
"How much is the book?" "It's thirty dollars."
- maintain an interaction by providing information in response to factual questions

Activity 1 A bingo game

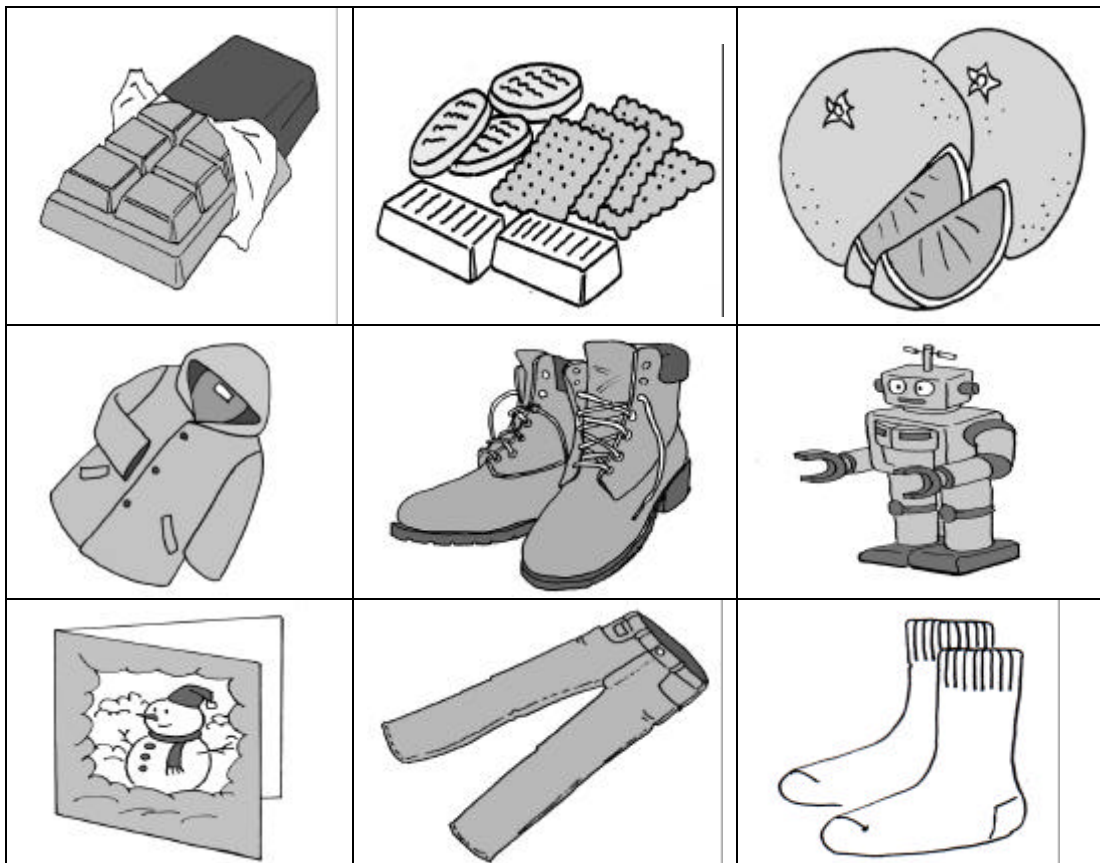
Classroom organisation: whole class

Procedure:

1. To play this bingo game, the teacher prepares a set of 9 picture cards. The teacher puts the cards on the blackboard and gives each pupil a blank bingo sheet. Each pupil prepares his/her bingo sheet by writing the names of the objects in the picture cards in the order they like. (Bingo Sheet)

2. Individual pupils are called upon one after the other to draw a card from the teacher's set. Using "What is it / are they?", the teacher asks the pupil about the picture on the card. The pupil uses "It's / They're _____." to answer the teacher's question. This step is repeated until the game is won.
3. The first one who crosses out the pictures horizontally, vertically or diagonally and says 'bingo' is the winner.

Picture Cards



Activity 2 A shopping game

Classroom organisation: pair work

Procedure :

1. The teacher sticks 6 word strips on the blackboard. Each word strip contains the name of a shop (a supermarket, a fruit shop, a flower shop, a clothes shop, a book shop, a toy shop). Then, the teacher puts the picture or realia of a shop in front of its name.
2. The pupils work in pairs. Each group is given a shopping list of 3 items. They talk with each other, using "Where do you buy _____?" and "I buy it / them in a _____."

Word strips containing the names of shops

a supermarket	a fruit shop	a flower shop	a clothes shop	a book shop	a toy shop
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Shopping list (sample)

<p><i>Shopping List</i> <i>a birthday card</i> <i>mangoes</i> <i>milk</i></p>







Activity 3 An information gap activity

Classroom organisation: pair work







Procedure:

1. Pupils work in pairs and are each given a worksheet.
2. They talk with each other using "How much is / are the _____?" and "It's / They're _____ dollars.". After getting the price of an item, each pupil writes it down under the correct item on his / her worksheets.

Pupil A's worksheet

<p><u>Pupil A</u> Ask your partner the price of the items you don't know. Write down each price under the correct item.</p>					
 (apples) (\$15)	 (book) ()	 (socks) (\$20)	 (jeans) ()	 (biscuits) (\$1)	 (doll) ()
<p>A: How much is / are the _____? B: It's / They're _____ dollars.</p>					

Pupil B's worksheet

<p><u>Pupil B</u> Ask your partner the price of the items you don't know. Write down each price under the correct item.</p>					
 (apples) ()	 (book) (\$30)	 (socks) ()	 (jeans) (\$95)	 (biscuits) ()	 (doll) (\$55)
<p>A: How much is/are the _____? B: It's / They're _____ dollars.</p>					