LEARNING ANIMALS

Aims: Learning new words and pronunciation

Level: Beginners (game can be adapted to all levels with some modifications)

Organization:
1. In a class of 30 students, 10 can be chosen for the first turn. The second turn can be played with the rest of the students following the same procedure.
2. A space should be prepared. Students’ desks could be taken back so that the rest of the students can sit and watch what is happening.

Preparation: At least ten cards with the pictures of animals on them should be prepared.

Time: 10 minutes for each group of ten students.

Procedure:
1. The cards with the animals pictures are shown to the students. Then the teachers explains the task that ten of the students are going to come in front of the class to choose a picture among ten of them.
2. All of the students would stay in front of their friends holding a card of an animal.
3. Teacher starts to read a short story, poem or some sentences which includes the animals in the cards. (Sentences or the story can be prepared according to the animals chosen.)
4. The student who hears the name of the animal of the card s/he is holding should raise it, say it once and run with it around the rest of the students.
5. It will be better to read each animal at least three times in order to check whether the students are following the activity or not.
6. The second turn should be played with different students so all of the students would watch and play once.

Variations: The same activity can be prepared for learning vegetables and fruits etc. It depends on the creativity of the teacher to find new ideas for this activity.

Comment: I haven’t stated age group since this game with some modifications was played with 14-15 aged prep. classes and they loved it. So try it with your students once and check yourself whether they like it or not.

Sibel Ataöver
sibelataover@hotmail.com