

GOING SHOPPING 2

Teacher's Notes

Aim

To practise *Have you got ...? Yes, I have/No I haven't. How much is it?* Quantities of money. Vocabulary of products and names of shops.

Materials

One copy of Worksheets 1, 2, 3, 4 and 5 for every group of four children.

Duration

30 minutes.

Language focus

Have you got ...? Yes, I have. No I haven't. How much is it? X pounds and X pence

Shops: supermarket, toy shop, clothes shop, newsagent, greengrocer

Products: chocolate, Coke, a yoghurt, a pizza, milk, hamburgers, eggs, a ball, a model car, a toy aeroplane, a Gameboy, oranges, pears, lemons, apples, bananas, grapes, a pencil, a notebook, a newspaper, a magazine, a pair of jeans, a T-shirt, a jacket

Aim of the game

To be the first player to buy all the items and complete all the prices on your shopping list.

Introduction

Write all of the items on the shopping list on the board and ask the class to group them according to how they are usually packaged e.g. packet, box, tin, bag, no packaging etc. Write up the names of the shops and ask the class to decide which items can be bought in each shop.

Playing the game

- 1 Divide the children into groups of four.
- 2 Give each player two shop cards from Worksheets 3 and 4 (there are a total of eight shops), but tell them not to show their shops to each other. They fold their papers as in the diagram below, so that each player can see his or her own items but the other children in the group can only see the shop name.
- 3 Give out one shopping list from Worksheet 5 to each player.
- 4 Ask the class to check their shops to see if they already "own" any of the products on their shopping list. If they do they put a tick in the box next to the name of the product and write the price in the space provided.
- 5 Give out one GOING SHOPPING board (Worksheet 1) and one copy of the questions cards (taken from Worksheet 2) to each group. If you have not already done so, ask one player in the group to cut up the question cards and to place them face down in a pile by the side of the GOING SHOPPING board.
- 6 Each player takes a counter and places it on the START square. Players take it in turns to throw the dice and to progress round the board. If a player falls on a SHOP square, he or she can ask the owner of the shop for one of the items on his or her shopping list. For example, if Child A falls on THE NEW NEWSAGENT and has a newspaper on his or her shopping list, she asks the owner of THE NEW NEWSAGENT *Have you got a newspaper?* The owner replies *Yes, I have.* Child A then asks *How much is it?* and the shop owner replies *30 pence.* Child A places a tick in the box and writes the price on his or her shopping list. It is now the next player's turn.
- 7 If a player falls on one of his or her own shops, or on STOP AND HAVE A REST or

on STOP AND HAVE AN ICE-CREAM, it is the next player's turn. If a player falls on a "?" square, he or she picks up a question card and follows the instructions. For example, *You have a new shop. Take THE NEW NEWSAGENT.* If the player who acquires the new shop still has to buy an item from THE NEW NEWSAGENT, he or she can tick this off the shopping list.

- 8 The game ends as soon as one of the players has completed his or her shopping list.

