

TRYING TO GET HOME

Teacher's Notes

Aim

Making suggestions.

Materials

One copy of Worksheet 1 and Worksheet 2 per group of four children. One dice for each group of four children.

Duration

25 minutes.

Language focus

Let's go to the... zoo, theatre, museum, park, cinema, library.

Let's play... cards, football, tennis.

Let's go... swimming, shopping.

Let's... do homework, have lunch, have a Coke, watch television, read.

Sorry. I can't. I'm busy.

Aim of the game

To be the first to reach home.

Introduction

Make up cards with words from Language focus e.g. *go swimming, go shopping, go to the cinema, go to the library* etc. Make sure there are enough cards for each child to have one. Give out the cards and ask the children to move around inviting others to do the actions or go to the places on their cards. They ask for example, *Let's go swimming* or *Let's go to the zoo*. As soon as the children meet someone who wants to do the same (i.e. has the same card), they stay together and look for others to join their group. Groups can be formed in this way in order to play the game.

Playing the game

- 1** Give out one copy of Worksheet 1 and a set of the cards on Worksheet 2 to each group of four. The children place their counters on START. Each child takes it in turn to throw the dice and move along the number of squares shown.
- 2** If a child lands on an instruction square e.g. *Miss a turn*, he or she must follow this instruction. If they fall on a place square e.g. *Supermarket*, they do not need to do anything
- 3** If a player falls on a CARD square, he or she takes the top card from the pile of cards. If it is a suggestion card e.g. *Go to the zoo – Invite the person on your left*, he or she turns to his or her left and invites this player to go to the zoo. If the card is a refusal e.g. *Sorry. I can't. I'm busy*, the player keeps this until he or she wants to use it.
- 4** If a player is invited to go somewhere, he or she, and the person who had the suggestion card, must move to the corresponding place on the board, unless the player being invited has a refusal card which he or she would like to use. The refusal card would then be shown to everyone and replaced under the pile of cards. This player can then remain where he or she is. Players cannot play refusal cards for suggestion cards which they pick up themselves.
- 5** The game continues until one player reaches HOME. This player is the winner.