

## LESSON 6b.

- 1) GOOD MORNING or GOOD AFTERNOON (as appropriate) HOW ARE YOU ? HOW OLD ARE YOU ? WHAT IS YOUR NAME ? etc.
- 2) SIMON SAYS - You can make it a bit more complicated this time by having a number of props at your disposal. Say things like:

SIMON SAYS ... TOUCH SOMETHING BLUE  
SIMON SAYS ... WALK SLOWLY  
SIMON SAYS ... DRINK MILK (They will have to act this one out, and it might take them a while to catch on, so be patient.)

If anyone bumps into one another during this game remind them how to say SORRY in English.

### 3) GOOD MORNING MISTER SMITH:

For this game you will need a set of playing cards or even two. You will only need to use the following cards: KINGS, QUEENS, JACKS, ACES, 10's, 9's and JOKERS. You hold the cards and put them one by one in the middle of the table, facing up. The children have to react in the following ways for each card shown.

KING: They have to say GOOD MORNING MR SMITH! (or SIR)

QUEEN: They have to say GOOD MORNING MRS JONES! (or MADAM)

JACK: They have to wave and say HELLO JACK!

ACE: They have to touch their nose and shout ONE!

TEN: They have to show ten fingers and say TEN!

NINE: They must keep perfectly quiet!!

JOKER: They LAUGH! (This really helps to break the ice and encourages everyone to join in!)

After playing this a few times, you can make it a little competitive. Eg. The child who makes a mistake or is obviously the last one to react has to take the cards on the table. The winner, after all the cards have been played, is the one who has no cards or who has the smallest number of cards (they have to count up their cards at the end of the game) OR the first one to say the correct words receives the cards so the winner is the one with the most cards at the end of the game.

### 4) PRIMARY AND SECONDARY COLOURS

For this game and the following one, you will need to prepare a set of coloured cards (you could paint the faces of an old pack of playing cards). Use primary colours and other easily recognisable colours like green, black, white etc. (For the first game you will definitely need: 2 red, 2 yellow, 2 blue, orange, green and purple.)

Introduce the idea of mixing 3 basic colours in different combinations to make further colours.

Stick the 9 coloured cards (colours mentioned above) on the wall, showing how BLUE AND RED MAKE PURPLE etc. Point to the cards as you say the names.

Take the cards off again and put them on the floor. Get another set of cards and place them on the floor too. Divide the children into 2 groups and get them to stick the colours onto the wall as you did, so that they make the secondary colours. They should try and do this as quickly as possible.

5) **ACTIVITY SHEET:**

a) **HUMPTY DUMPTY PUPPET** - This can be photocopied on card, cut out and pieced together with butterfly clips. Using this puppet, you can have fun with the children with this popular nursery rhyme:

HUMPTY DUMPTY SAT ON A WALL.  
HUMPTY DUMPTY HAD A GREAT FALL!  
ALL THE KING'S HORSES AND ALL THE KING'S MEN  
COULDN'T PUT HUMPTY TOGETHER AGAIN!

(There is also a puzzle version of this activity sheet)

b) **THE COLOURS IN MY PAINTBOX** - A colouring exercise to follow up the above game.

6) Distribute **PROGRESS REPORTS** and/or **PARENT LETTERS** to the parents at this particular time to show what the children have been doing in this Induction Module. (You may want to run through the check-list with the children and let them tick each item learnt so far but this should be done in a fun way). Don't forget to invite the parents to see their children performing some of their favourite activities in English for just the last 10 minutes of the lesson. This "SHOW" can include 2 of their favourite songs, role-play and counting.