

- 1) Usual introductions. HELLO EVERYBODY, HOW ARE YOU?
Ask: WHO IS WEARING RED? They must point to their clothes and respond: I AM.
- 2) NUMBERS - Count round the room by throwing a beach ball to each child in turn, so that the child who catches the ball says the next number and so on. Just go up to 10 with a young group or up to 20 if they are older.
- 3) CARD GAME - "SNAP!!". Using ordinary playing cards, numbered 1-10, deal out about 5 cards to each player, counting out loudly. The children musn't look at their cards but leave them in a little pile in front of them. Each child then takes it in turn to turn over a card and as they do so they say the number out loud (i.e.EIGHT!). The one who plays the highest number wins all the cards and places them at the bottom of his/her pile. If two players each have the same highest number they call out "SNAP!" and must play another card each to see who wins. The overall winner is the one with the most cards at the end of the game. For the older children, ask WHO WON? after each turn. They answer: I WON!

OBJECTIVE: To encourage recognition of individual numbers. (Younger children can count the symbols on the card to ease recognition)

- 4) VOCABULARY - Use flashcards to review cafe items learned the week before and to introduce new vocabulary, ask the children:

WHAT IS IT? -
COFFEE, TEA, LEMONADE, WATER, BUTTER, SUGAR,
HAMBURGER...

- 5) Game of CAN I HAVE?. Put flashcards (or real food items) in the middle of the floor and ask each child to give you a certain item. Eg:

PAUL, CAN I HAVE THE BREAD, PLEASE?

The child should pick up the correct flashcard or food item and give it to you saying: HERE IS THE BREAD or just THE BREAD...

- 6) TRAFFIC LIGHTS - Teach them the colours of the lights, GREEN, ORANGE, RED. When you call out GREEN, the children start to walk around the room slowly, pretending that they are driving cars. When you call out ORANGE they must all stand still. Call out GREEN again. When you call out RED they must all stop and sit down. You can try and catch them out by calling out other colours like BLUE, PINK, WHITE which they should ignore. You could also add instructions such as TRAFFIC JAM! - they move in slow motion. ACCIDENT! - they fall on the floor. POLICE! - they

make a siren noise NEE NOR, NEE NOR!!.. SNACK TIME! - they sit down and pretend to eat....

7) SONG: BROTHER JOHN or BAA BLACK SHEEP

8) ACTIVITY SHEET:

a) HOW OLD ARE YOU ? - The children must draw the correct number of candles on their birthday cake (if a child is 7, then he/she draws 7 candles on the cake.) Then they have another message to decipher: PLEASE MAY I HAVE SOME CAKE ?

b) THE CLOWN - For younger children