- 1) Usual introductions.
- 2) Introduce: WHERE DO YOU LIVE ? (Optional this can be done next week if you prefer). You can then do a dialogue with the children: "MEETING A NEW FRIEND"
- HELLO !
- WHAT IS YOUR NAME ?
- HOW OLD ARE YOU ?
- WHERE DO YOU LIVE ?
- GOOD BYE AND SEE YOU SOON !

This can be taught quite effectively using hand puppets first and then asking the children to speak through the puppets. This is especially useful for the shy children. (Socks can make good puppets!)

- 3) DICE GAME: WHERE DO YOU LIVE ? Using map of England for older children and coloured houses for younger children.
- a) For the 4-6 year olds Use A3 drawing of the houses. Colour the houses in BLUE, RED, PINK, GREEN, ORANGE, YELLOW A child throws a dice and the group asks:
  WHERE DO YOU LIVE?
  The child must answer according to the number thrown and the corresponding house "I LIVE IN THE BLUE HOUSE..." At the end ask: WHO LIVES IN THE BLUE HOUSE, THE RED HOUSE, THE YELLOW HOUSE? or HOW MANY PEOPLE LIVE IN THE PINK HOUSE? etc...
- b) For 7-10 year olds Use A3-size map of England with numbered towns. First, explain the names of the towns and their connections.

INVERNESS - Loch Ness and it's famous inhabitant: The Loch
Ness Monster, Nessie !!!

BATH - Roman baths

DOVER - Cross Channel ferry port

NOTTINGHAM - Robin Hood !!!

OXFORD - University town

DUBLIN - Capital of Eire (Southern Ireland) shamrock = national emblem

SALISBURY - The ancient stones at Stonehenge are all that remains of a prehistoric temple on Salisbury Plain MANCHESTER - Manchester United football team !!!

CARDIFF - Capital of Wales, renowned for its coal mining industry

EDINBURGH - Capital of Scotland. Edinburgh Castle dominates the city

LONDON - Capital of England. Tower Bridge on The Thames

Each child throws 2 dice - the group asks: WHERE DO YOU LIVE? The child answers according to the number thrown: I LIVE IN DOVER. Each child should live in a different town. So if another child throws the same number and says DOVER the previous child says:

- NO! I LIVE IN DOVER! The dice have to be thrown again until she gets a free town!
- \* This game helps to reinforce the question and answer for WHERE DO YOU LIVE ? and encourages repetitive response.
- 4) Game of HOW OLD ARE YOU ?

Prepare several number cards. Distribute some of the cards, one per child and keep the rest. Ask each child: HOW OLD ARE YOU?

Child addressed must turn his card over and answer with the number given on it. If the child answers correctly, she is then given another slightly harder card. The child with the most cards at the end of the game is the winner.

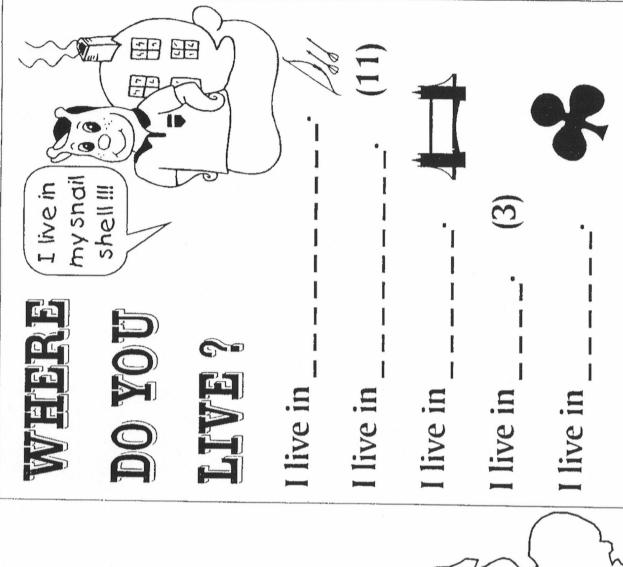
5) Quick game of I AM TOUCHING! using as much vocabulary as they know. This can include flashcards, parts of the body learnt so far. You may want to split the group into 2 teams and the teams can ask each other to touch something. If they are right the team gets a point. If they do not know, the other team gets a point. If a child is asked individually to touch a certain object, he/she should begin by saying
"I AM TOUCHING..."

## 6) ACTIVITY SHEET:

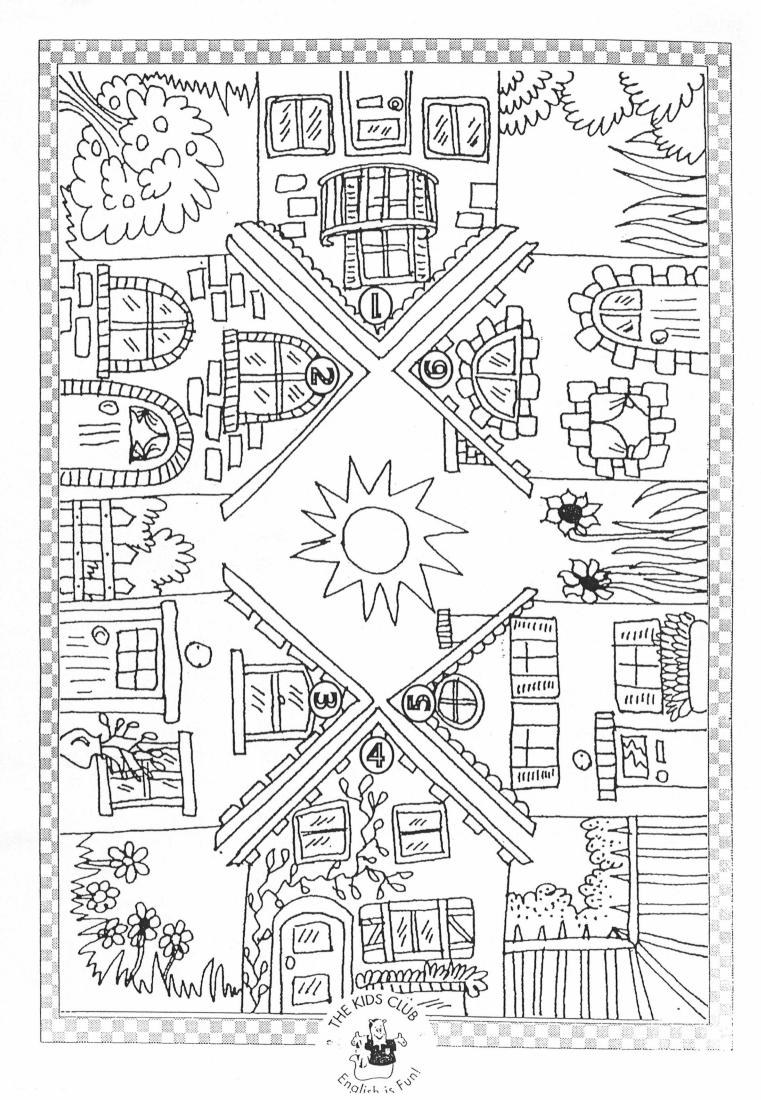
- a) HOUSES TO COLOUR or
- b) THE MAP OF ENGLAND

Choose the sheet according to the board game the children have been playing in activity 3.

live in







## LESSON 3b

- 1) Greet the children in the usual way: HELLO, HOW ARE YOU ? WHAT COLOURS ARE YOU WEARING TODAY ? WHERE DO YOU LIVE ? ...
- 2) Introduce the children to MAX, PEPE and HUGO using the attached flashcards. You will need to colour these in advance or take along some pens to the lesson and colour them in with the children. This should help remind them of the colours they know: COLOUR HUGO BLUE AND WHITE, COLOUR WILLIAM BLUE, COLOUR MAX RED, etc.

Talk about where they live and what they like to eat and drink: MAX LIVES IN GERMANY, HE LIKES EATING SAUSAGES. WILLIAM LIVES IN GREAT BRITAIN, HE LIKES DRINKING TEA. PEPE LIVES IN SPAIN, HE LIKES EATING PAELLA. HUGO LIVES IN FRANCE, HE LIKES EATING CROISSANTS.

- 3) Play a game of 4 CORNERS with these flashcards: Either stick the cards to the walls, or place them on the floor. The children then march/dance around the room to music from the Club Tape. When this stops they must choose a flashcard and stand by it. They ask WHERE DO YOU LIVE? You reply I LIVE IN GERMANY!! The children standing near the German flashcard are either OUT! / WIN A POINT! / DO A FORFEIT!
- 4) BEETLE A popular family game involving lots of numbers !

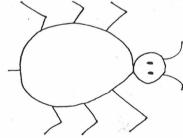
Give each child a piece of paper and a pencil. You will also need a dice.

The children take it in turns to roll the dice the object of the game is to draw a beetle by throwing the following numbers:

1 = body 3 = leg 5 = feeler 2 = head 4 = eye 6 = tail

Each child must first roll a 1 to start and then they can add a head, 6 legs and a tail. Before they can draw 2 eyes and 2 feelers, they must first throw a 2 in order to have a head onto which to draw these.

The completed beetle should look something like this:



5) ACTIVITY SHEET - The children colour in the pictures and write the names of the countries in the gaps.

