

Christmas

Father Christmas's Journey

Forwards 2.

Throw a 6 to start.

Father Christmas falls asleep.

Father Christmas gets lost ...

Miss a turn.

Back 3.

Back 2.

Forwards 2.

Father Christmas gets stuck in a chimney ... Back 4.

HOME

25

Christmas

★ ACTIVITY 3A: FATHER CHRISTMAS'S JOURNEY

AIMS: To use the language of board games • To understand present simple • To practise numbers 1-25

LANGUAGE: *Go forwards ..., backwards ..., miss a turn, throw the dice, It's my turn* • Present simple tense • Numbers 1-25 • Colours • *Reindeer, chimney, map, sleigh, asleep*

TIMING: 45 mins

GROUP SIZE: Class/Pairs

WHAT YOU NEED:

Photocopy 3 per child. Coloured pencils. Dice per pair of children. Pictures of reindeer, chimney, map, sleigh, asleep.

WHAT TO DO:

1 Write numbers 1-25 on the board. As a class, count forwards and backwards.

2 Give each child photocopy 3 and discuss what happens to Father Christmas. Teach *reindeer, chimney, map, sleigh* and *asleep*, using visuals. Check understanding by describing a square, e.g. *Father Christmas is asleep* and the class say which number it is, e.g. 7, 11 or 19.

3 Tell the children to colour certain squares and parts of pictures with specific colours e.g. *Colour the sleigh green, colour Father Christmas's clothes red, colour square 6 blue* etc.

4 Draw part of a game on the board to check understanding, e.g. squares 1-10, and use it to teach or practise for playing

games: *Go backwards, go forwards, miss a turn, throw the dice, it's my turn* etc. Teach *Miss a turn, back 3, forwards 2* and show the children how these phrases are written.

5 Turn these phrases into a chant. e.g. *Forwards! (Clap). Back! (Clap). Miss a turn. (Clap, clap, clap)* etc.

6 The children play the game in pairs, using the dice. Child A throws the dice and moves the corresponding number of spaces. If he lands on a square with an instruction he must follow it. Child B then has her turn.

FOLLOW-UP ACTIVITY:

The children draw pictures in the bubbles, adding to the game in their own way.

★★ ACTIVITY 3B: FATHER CHRISTMAS'S SURPRISES

AIMS: To add to the board game, using pictures • To retell the story of Father Christmas's adventures, using present simple • To practice playing a game in English

LANGUAGE: *Go forwards ..., backwards ..., miss a turn, throw the dice, It's my turn* • Present simple tense • *Reindeer, chimney, map, lost, sleigh, asleep*

TIMING: 45 - 60 mins

GROUP SIZE: Class/Ind/Pairs

WHAT YOU NEED:

Photocopy 3 per child. Coloured pencils. Dice. Pictures of reindeer, chimney, map, sleigh, asleep.

WHAT TO DO:

See Activity 3A Steps 1-2.

3 Explain that some of the things which happen to Father Christmas on Christmas Eve are missing. The children can add three events, drawing pictures in the blank spaces. Examples could include *the reindeer running away, Father Christmas falling out of the sleigh, dropping presents, bumping into a chimney, meeting a snowman, being given a present, getting stuck in a chimney*, etc. If the event is positive, the picture should show Father Christmas smiling. The instruction should be positive too, e.g. *Forward 4*. If negative, Father Christmas should look sad and the instruction negative, e.g. *Back 2*.

4 Children play the game in pairs.

5 Use one child's board game to tell the story of Father Christmas's journey using the

third person. Get the child to repeat the story following your model. Repeat, using a second child's board game.

6 Then ask these two children to model the next step in front of the class, explaining to each other what happened on Father Christmas's journey, e.g. A: *In square 4, Father Christmas meets a snowman. Forward 2*. B: *In square 4, Father Christmas gets a present. Forward 2*.

7 The rest of the class in pairs can then retell their stories to each other, using the present simple tense, e.g. *In square 4 Father Christmas crashes his sleigh ...* etc

FOLLOW-UP ACTIVITY:

In pairs. Secretly, child A colours the blank odd numbers and B the blank even numbers. They then ask each other, e.g. A: *What colour's number 6?* B: *It's red.* etc.

★★★ ACTIVITY 3C: WHAT HAPPENED TO FATHER CHRISTMAS?

AIMS: To add to the board game, using drawing and writing • To use the simple present or past tenses • To practise playing a game in English

LANGUAGE: *Go forwards ..., backwards ..., miss a turn, throw the dice, It's my turn* • Simple present/past tense • *Reindeer, chimney, map, sleigh, asleep*

TIMING: 45 mins

GROUP SIZE: Ind/Group/Pairs

WHAT YOU NEED:

Photocopy 3 per child. Dice.

WHAT TO DO:

1 Give each child photocopy 3. Explain that some of the things which happen to Father Christmas on Christmas Eve are already shown, but some of his adventures and some of the instructions are missing. The children can add their own events. They can use pictures and/or writing. (Choose the present or past simple, whichever you wish the class to practise.)

2 See Activity 3B Step 3.

3 Once the children have each added two or three events, play their games in pairs.

4 Next, children go through the game board square by square and a few children tell the class what they have drawn in the bubbles using the simple present or simple past, e.g. (present simple) *Father Christmas leaves the*

North Pole. He gives some children presents. But ... suddenly, he crashes his sleigh. Next, he gets lost. or (past simple) *Father Christmas flew South from the North Pole. Suddenly his sleigh crashed! Next he got lost.* etc

5 Finally, as a class, collect ideas from individuals again. As the children give you ideas, summarise them in short sentences on the board to make a class story. The children can then read the story aloud all together. They can copy it into their books later, or they could reproduce it as a class storybook, with different children writing and illustrating different sentences.

FOLLOW-UP ACTIVITY:

The children could act one of their stories, working in groups.