

3 by 4

by Maria Toth

Age: Primary (6–11)

Language aim: To distinguish between different vowel and consonant sounds

Time: 15 minutes

Student grouping: Pairs

Materials: One copy of the worksheet per student (cut up into cards); a large folder or stiff piece of card per pair of students

Language focus: The pronunciation of: *tea, tree, three, sheep, ship, shop, chip, card, car, cat, bread, bed*

Aim of the game: To lay out cards on a grid of 3 x 4 in the correct order, following oral instructions



Teaching tip

Play the game with the children a few times, calling out the words yourself, before asking them to play in pairs.

Playing the game

Step 1

Give out the set of cards from worksheet 1 to each child or team of children. Call out the words at random. Each child or team holds up the corresponding card.

Step 2

The children arrange themselves in pairs with a folder or a large piece of card between the two of them, so they cannot see each other's desks. Draw a 3 x 4 grid on the board and number each square in order, as shown below:

1	2	3
4	5	6
7	8	9
10	11	12

Step 3

Child A lays out their cards in random order but within a 3 by 4 grid.

Step 4

Child A now gives child B instructions on how to lay out their cards in the same way, beginning by saying, for example, 'Square 1 is a sheep.' Child B looks at their cards, chooses the correct one and lays it in the correct place. (Both players can refer to the numbered grid on the board to check the number reference for each square.)

Step 5

Child A continues giving instructions until they have explained where all the cards should be placed.

Step 6

They take the folder away and both children check to see if they have laid the cards out in the same way. It is now child B's turn to be the caller.

Extra ideas

Listening and vocabulary can be practised with these cards in the following ways:

- The words can be cut off the pictures and the same game can be played so that the class is practising the vocabulary and pronunciation, without the help of the text.
- Bingo: Ask the children to choose six cards. Call out the twelve words in random order. The first child to hear all of their six words calls 'Bingo!'
- Divide the class into groups of three. Each group lays out all their cards on the table face up. Call out, or ask a child to call out, a word. The group looks through their cards and holds up the correct word.
- Call out a word and ask each child to draw a picture of the object. The pictures can then be used in a picture dictionary, and the words can be written by the side of each picture. The children then have the words recorded in order to refer to them in the future.

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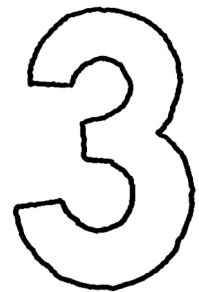
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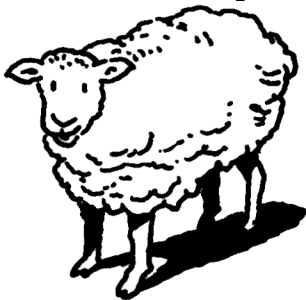
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three



sheep



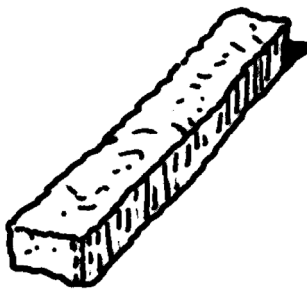
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shop



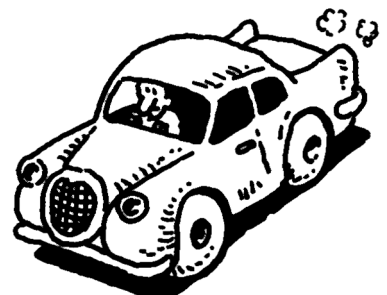
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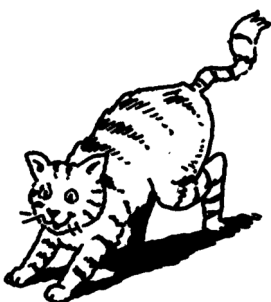
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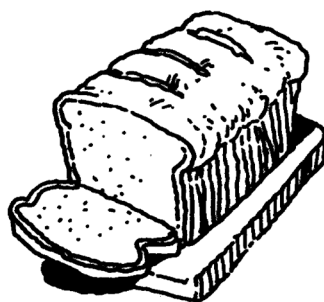
car



cat



bread



bed

