

## Family spinner

by Maria Toth

**Age:** Primary (6–11)

**Language aim:** To talk about your family

**Time:** 25 minutes

**Student grouping:** Groups of four

**Materials:** One copy of the worksheet per group of four; one paper fastener per group; one dice per group

**Language focus:** *Have you got ... a brother, a sister, a baby brother, a baby sister, a grandmother, a grandfather, a dog, a bird?; Yes, I have. No, I haven't.*

**Aim of the game:** To win three points by answering questions about your family

number shown on the dice. This child (child B) will have to answer the question.

Child A asks the question using 'Have you got a ... ?' If the child chosen answers 'Yes, I have', child A scores a point. If, however, the answer is negative, no points are scored. It is child B's turn to throw the dice and move the spinner.

### Step 4

The children take it in turns to ask and answer questions until one child has three points. They are the winner. The children can play as many rounds as they wish in the same group, or the groups can be changed for each new round.

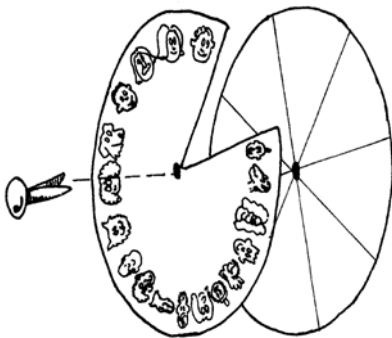
## Warmer

Revise the vocabulary of families by getting the children to ask you questions about your family, e.g. 'Have you got a sister?' Write up the question form ('Have you got a ...?') on the board for reference.

## Playing the game

### Step 1

Arrange the class in groups of four children. Give each group of four a dice and a copy of the worksheet. Ask the children to cut out the two circles and join them using a paper fastener as shown below:



### Step 2

Child A throws the dice and moves the upper circle of the spinner over the corresponding number of triangles. Child A then reads the word, or words, in the triangle that is now exposed on the lower circle.

### Step 3

The number on the dice is also used to choose the person who will be asked the question. Starting on their left, child A counts clockwise round the group (the child immediately to their left is number 1, the next child along is number 2 and so on) until they reach the

## Extra ideas

The text on the spinner can be changed to practise other areas. For example, pictures of food, with 'Do you like ...?' or classroom objects, e.g. *ruler, pencil* with 'Have you got ...?' In this case, if the answer is 'Yes, I have', the child should show the item to the others in the group.

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