

## Going shopping 1

by Maria Toth

**Age:** Primary (6–11)

**Language aim:** To use language related to shopping

**Time:** 50 minutes

**Student grouping:** Eight pairs of students plus the rest of the class

**Materials:** One copy of Worksheets 1–4 (cut up)

**Language focus:** *Have you got ...? Yes, I have. No, I haven't; How much is it? X pounds and X pence; Shops: supermarket, toyshop, clothes shop, newsagent, greengrocer; Products: chocolate, cola, a yoghurt, a pizza, milk, hamburgers, eggs, a ball, a model car, a toy aeroplane, a (handheld) games console, oranges, pears, lemons, apples, bananas, grapes, a pencil, a notebook, a newspaper, a magazine, a pair of jeans, a T-shirt, a jacket*

**Aim of the game:** To be the first team to secure all the items on the shopping list by visiting the shops and 'buying' them



### Teaching tip

In the form in which it appears here, the game can only be used with classes of a minimum of twelve children (four children are customers and eight are shopkeepers). If you have fewer children in the class, omit one of the shopping lists and cross off the corresponding six items on Worksheet 4.

### Warmer

Introduce or revise the names of the shops from the language focus above by writing them on the board. Ask the children to name two or three items that you can buy in each shop. Write all of the items from Worksheet 4 on the board and ask the class to group them according to where they can be bought.

### Playing the game

#### Step 1

Give each child or pair of children an item to draw from Worksheet 4. There are 24 items in total.

#### Step 2

While the children are drawing, fold the shop-front cards along the solid line (so that the images are on the outside) and arrange them on your desk. As the children finish drawing, you can place each picture with the correct shop, for example the picture of a T-shirt is placed under 'The Colour Clothes Shop'.

#### Step 3

Divide the class into two groups: one group of eight children are customers and the rest of the class are shopkeepers.

#### Step 4

Divide the customers into four teams (two children in each team) and give each team a shopping list (Worksheet 3). Ask the children to look at their shopping lists and check that they understand all the words. They should not show their shopping lists to the other teams. Each team then decides, very quietly, in what kind of shop they can buy each item.

#### Step 5

While the teams are discussing this, divide the rest of the class into eight groups of shopkeepers, each group representing one shop. Give each group a shop and the corresponding pictures drawn by the children. Ask the shopkeepers to arrange their shops so that they can see what items they have for sale, while the customers can only see the name of the shop.

#### Step 6

Now the race begins. Make sure each team of customers has a pencil. Explain that the teams of customers have to 'buy' all the items on their shopping lists as fast as possible. The first team to present their shopping list to you with all the items marked with the correct prices, together with the six corresponding pictures, is the winner.

#### Step 7

The customers move from one shop to another asking 'Have you got ...?' If one of the shopkeepers replies 'Yes, I have,' the customers ask the price: 'How much is it / are they?' The shopkeepers say the price and the customers note this down in the space provided on their shopping lists. The shopkeepers then hand over the picture of the product. If the answer is 'No, I haven't,' the customers move on to another shop.

The two customers in each team must always stay together. They cannot visit shops separately.

Shopkeepers can CLOSE their shops if customers use any other language apart from English. This ensures that the children speak in English while playing the game.

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### Step 8

Other rounds using new teams can be played by making extra photocopies of the shopping lists (Worksheet 3). In this way, all of the children take their turn in being customers and shopkeepers.

### Key:

#### **Shopping list 1**

apples 45p  
oranges 65p  
some milk 80p  
a notebook 30p  
a T-shirt £6.00  
a games console £15.00

#### **Shopping list 2**

grapes 70p  
lemons 50p  
6 eggs 80p  
a bottle of cola 30p  
a magazine 80p  
a pair of jeans £20.00

#### **Shopping list 3**

pears 85p  
hamburgers 80p  
chocolate 30p  
a pencil 20p  
a ball £2.50  
a toy aeroplane £2.00

#### **Shopping list 4**

bananas 70p  
a pizza £2.50  
a yoghurt 30p  
a newspaper 50p  
a model car £3.00  
a jacket £15.60

### Extra ideas

Different items can be introduced into the game as long as the changes are made on all four sheets. The game can then be used to practise more vocabulary on food, toys, household objects, etc.

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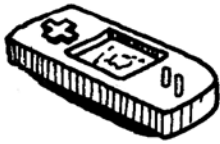
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a toy aeroplane £2.00



a ball £2.50



a games console £15.00



a model car £3.00



pizza £2.50



chocolate 30p



milk 80p



cola 30p



2 burgers 80p



a yoghurt 30p



6 eggs 80p

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**THE GREEDY GREENGROCER**



**THE GENEROUS GREENGROCER**



oranges 65p



pears 85p



lemons 50p



apples 45p



bananas 70p



grapes 70p



**THE NEW NEWSAGENT**



**THE COLOUR CLOTHES SHOP**



a pencil 20p



a notebook 30p



a newspaper 50p



a magazine 80p



a pair of jeans £20.00

a T-shirt £6.00

a jacket £15.60

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### Shopping list 1

- apples \_\_\_\_\_
- oranges \_\_\_\_\_
- some milk \_\_\_\_\_
- a notebook \_\_\_\_\_
- a T-shirt \_\_\_\_\_
- a games console \_\_\_\_\_



### Shopping list 2

- grapes \_\_\_\_\_
- lemons \_\_\_\_\_
- 6 eggs \_\_\_\_\_
- a bottle of cola \_\_\_\_\_
- a magazine \_\_\_\_\_
- a pair of jeans \_\_\_\_\_



### Shopping list 3

- pears \_\_\_\_\_
- hamburgers \_\_\_\_\_
- chocolate \_\_\_\_\_
- a pencil \_\_\_\_\_
- a ball \_\_\_\_\_
- a toy aeroplane \_\_\_\_\_



### Shopping list 4

- bananas \_\_\_\_\_
- a pizza \_\_\_\_\_
- a yoghurt \_\_\_\_\_
- a newspaper \_\_\_\_\_
- a model car \_\_\_\_\_
- a jacket \_\_\_\_\_



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apples	pears
grapes	bananas
oranges	2 burgers
lemons	chocolate
milk	a pizza
6 eggs	a yoghurt
a notebook	a pencil
a bottle of cola	a newspaper
a T-shirt	a ball
a magazine	a model car
a games console	a toy aeroplane
a pair of jeans	a jacket