

Trying to get home

by Maria Toth

Age: Primary (6–11)

Language aim: To make suggestions

Time: 25 minutes

Student grouping: Groups of four

Materials: One copy of Worksheet 1 for every group of four students; one copy of Worksheet 2 for every group of four (cut up into cards); one counter per student; one dice for each group of four; the cards for the Warmer (see Preparation)

Language focus: *Let's go to the ... zoo, theatre, museum, park, cinema, library.;* *Let's play ... cards, football, tennis.;* *Let's go ... swimming, shopping.;* *Let's ... do homework, have lunch, have a cola, watch television, read.;* *Sorry, I can't. I'm busy.*

Aim of the game: To be the first to reach FINISH

Preparation

Make up cards with phrases from the Language focus above – *go swimming, go shopping, go to the cinema, go to the library*, etc. There must be four of each type of card and each child in your class must have a card.

Warmer

Give out the cards you prepared earlier and ask the children to move around inviting others to do the actions or go to the places on their cards. They say, for example, 'Let's go swimming' or 'Let's go to the zoo.' As soon as the children meet someone who wants to do the same (i.e. has the same card), they stay together and look for others to join their group. Groups of four can be formed in this way in order to play the game.

Playing the game

Step 1

Hand out one copy of Worksheet 1 and a set of the cards from Worksheet 2 to each group of four. The children place the cards face down on the table and put their counters on START. They take it in turns to throw the dice and move along the number of squares shown.

Step 2

If a child lands on an instruction square – for example, *Miss a turn* – they must follow this instruction. If they fall on a 'place' or action square – for example, *supermarket* or *play cards* – they do not need to do anything.

Step 3

If a player falls on a *card square*, they take the top card from the pile of cards. If it is a 'suggestion' card – for example, *Go to the zoo*. (*Invite the person on your left.*) – they turn to their left (or right) and invite this player to go to the zoo. If the card is a refusal – *Sorry. I can't. I'm busy* – the player keeps this until they want to use it.

Step 4

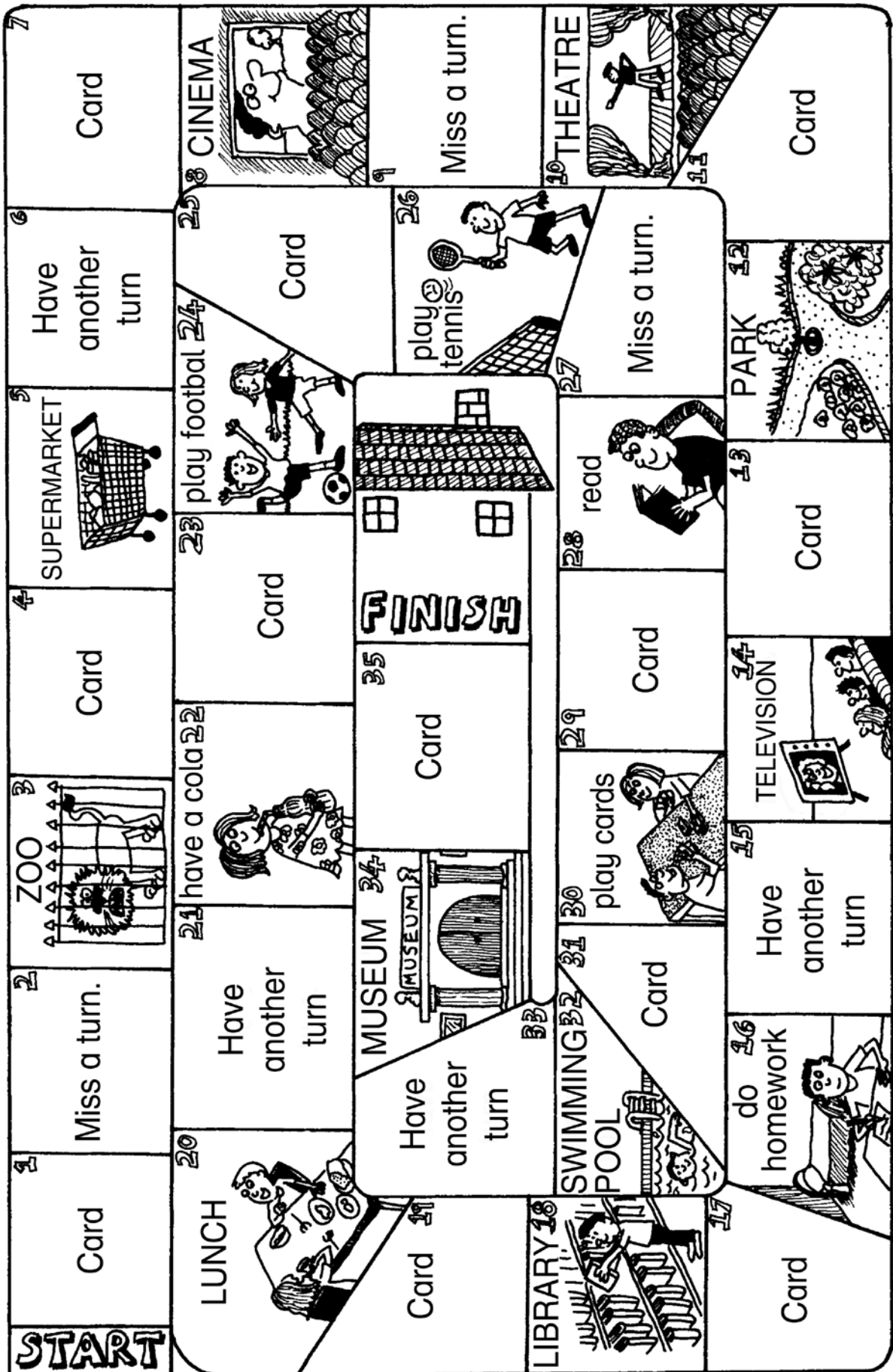
If a player is invited to go somewhere, both they and the person who has the 'suggestion' card must move to the corresponding place on the board, unless the player being invited has a refusal card that they would like to use. The refusal card would then be shown to everyone and replaced under the pile of cards. This player can then remain where they are. Players cannot play refusal cards for 'suggestion' cards that they pick up themselves.

Step 5

The game continues until one player reaches FINISH (home). This player is the winner.

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Go to the zoo. (Invite the person on your left.)



Go to the theatre. (Invite the person on your right.)



Go swimming. (Invite everyone.)



Go to the museum. (Invite the person on your right.)



Play cards. (Invite everyone.)



Go to the park. (Invite the person on your right.)



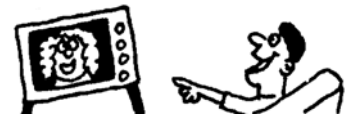
Go to the cinema. (Invite the person on your left.)



Go shopping. (Invite the person on your left.)



Watch television. (Invite everyone.)



Sorry, I can't. I'm busy.



Sorry, I can't. I'm busy.



Sorry, I can't. I'm busy.



Sorry, I can't. I'm busy.



Sorry, I can't. I'm busy.



Play tennis. (Invite the person on your right.)



Play football. (Invite the person on your left.)



Go to the library. (Invite everyone.)



Make lunch. (Invite the person on your right.)



Have a drink. (Invite the person on your left.)



Do homework. (Invite everyone.)



Sorry, I can't. I'm busy.

