

Holiday fun

by Jackie Holderness & Annie Hughes

Level 1 • Starter / Beginner +

Age: Primary (6–11)

Language aims: To use the alphabet and numbers 1–10; to use town and leisure vocabulary; to practise following directions

Time: 40 minutes

Student grouping: Individuals, pairs, whole class

Materials: One copy of the worksheet per student; the audio (downloaded in advance or played via onestopenglish); letters of the alphabet on 26 pieces of paper; numbers 1–10 on ten pieces of paper; one dice per pair of students; colouring pens or pencils; pictures of *house, zoo, swimming pool, circus, funfair, park, playground* (optional)

Language focus: *House, zoo, swimming pool, circus, funfair, park, playground*; numbers 1–10; letters A–K; *between, turn left/right, go past, go straight*

Procedure

Step 1

Make sure the class can recognize and say the letters A to K. Check numbers 1 to 10 as well. Give a piece of paper with a letter or number to each child. Call out a letter and a number, for example '3J' or '5D'. The children with 3 and J make a pair, and those with 5 and D make another pair. The two pairs then race each other to bring their combination to you. Repeat with other combinations.

Step 2

Teach the vocabulary – *house, swimming pool, circus, funfair, park, zoo* and *playground* – using the pictures you prepared or the worksheet.

Step 3

Hand out the worksheet. The children number the places using the blank squares: *playground* = 1; *zoo* = 2; *park* = 3; *swimming pool* = 4; *funfair* = 5; *circus* = 6. Check their answers by asking questions, such as 'What's 3?' The children should answer 'the park'.

Step 4

Teach the following instructions: *turn right/left, go straight, go past*. Call out one volunteer at a time and give them instructions to illustrate the directions.

Step 5

Explain that the children will now hear the route that Joe followed from his house to the circus. Play the audio. The children listen and trace the route using a coloured pencil. Stop occasionally and ask a few individuals where they are. If anyone seems lost, go back to the beginning and start again. Check the route, orally, as a class.

Step 6

Finally, the children play the game in pairs. Tell them to choose one coloured pencil each. Give out a dice per pair. They take turns throwing the dice and going to the place indicated by the number. They then circle the number using their coloured pencil to prove they have visited it. The first child to visit all six places wins!

Follow-up activity

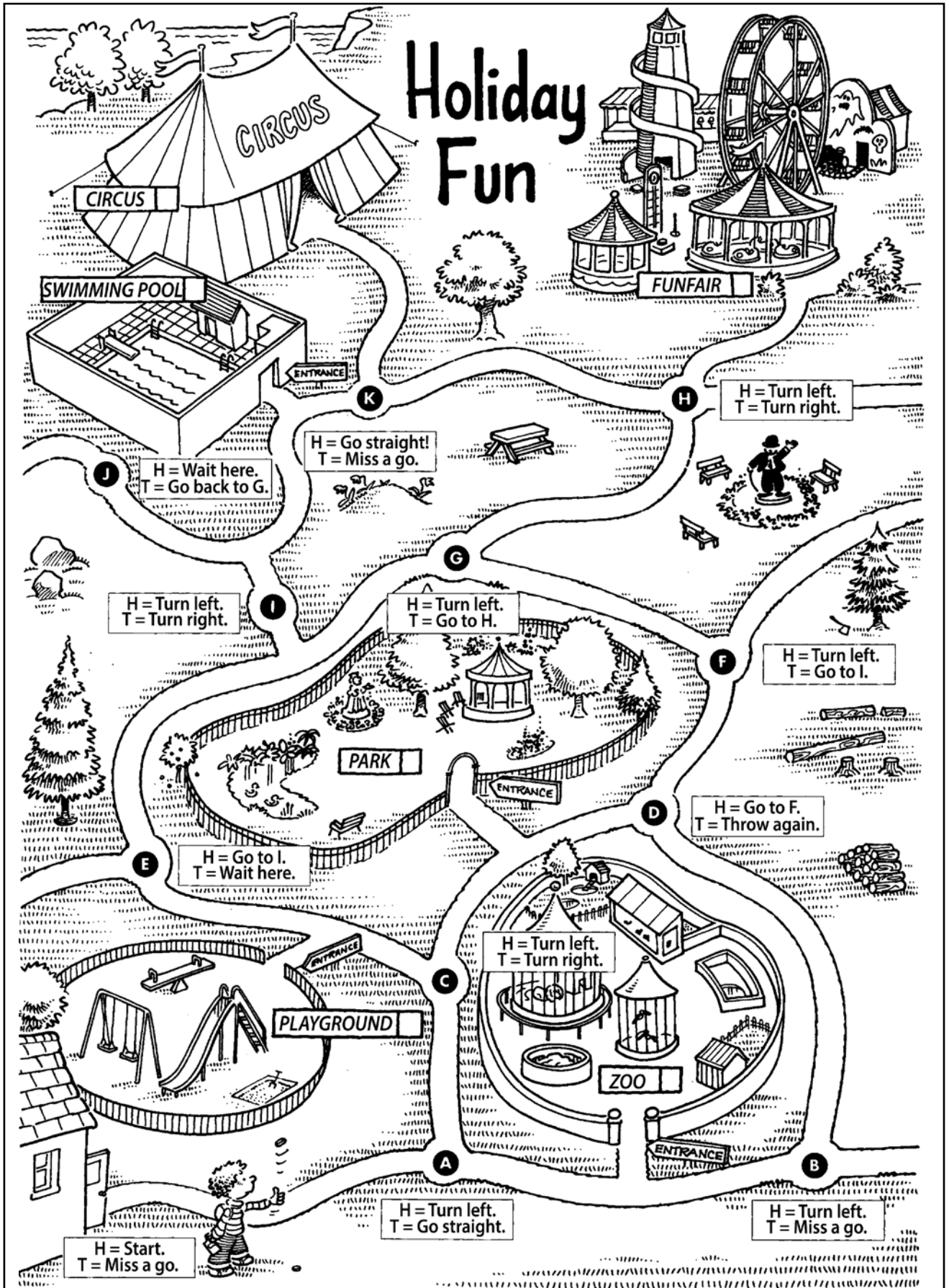
The children make up their own route, using a third colour, and tell their partner which way to go. They should end up with three routes – their own, their partner's and Joe's.

Transcript

It's Joe's holiday and he's going to the circus. Joe leaves his house and walks to A, then turns left. He goes between the zoo and the playground. He goes to C and then turns right. He turns left at D and F. He turns left at G and he runs to I. He turns right at I and goes past the swimming pool. He goes to K. He turns left at K and goes to the circus.

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WORKSHEET