

RACING PAST

START

on
football
theatre
Monday
last
park
she
played
weekend
television
to
bought
the
went
to
table tennis
shopping
last
played
a
played
cinema
on
to
went
weekend
magazine
basketball
went
cards
she
film
he
to
went
watched
Sunday
on
supermarket
the
the
Saturday
we
they
Thursday
a
watched
he
I
a
read
book
the
played
last
weekend

RACING PAST

Aim	Talking about past actions.
Materials:	One copy of Sheet 46 (page 96) for each pair of two children. One dice per pair. One piece of paper and coloured pen per person (different colours for each player). Two counters.
Duration:	An appropriate time limit can be set.
Language focus:	<i>Last weekend/on Saturday/Sunday/Monday/Thursday.../he/she/we/they... went/played/read/ bought/watched/stayedshopping/football/basketball/table tennis/to the supermarket/to the cinema/to the park/to the theatre/ television/a film/cards/a book.</i>
Aim of the game:	To make as many complete sentences as possible in the time given.

INTRODUCTION

Ask the class what they did last weekend, on Monday etc. Write these up on the board. Make sure the children can see the difference in the verb endings. Ask them about other days of the week so that they get practice at using *On...* . Write up a list of the activities that they did.

PLAYING THE GAME

- 1 Give out a copy of Sheet 46 to each pair. The children place their counters on START. Child A throws the dice and moves along as many circles as the number shown on the dice. Players can move either horizontally or vertically but not diagonally. Child A notes down the word in the circle he or she arrives at, on his or her piece of paper and marks the circle on the copy with a coloured pen. Child A now 'owns' this circle and only he or she can pass through it to move onto other circles.
- 2 Child B now throws the dice and moves across the number of circles indicated on the dice. Again, he or she notes down the word he or she arrives at on a piece of paper and colours in this circle using a different colour from Child A.
- 3 The children take it in turns to throw the dice and gradually occupy circles. They must also start making sentences with the words they have occupied. Each sentence should only consist of 'occupied words.'
- 4 You can stop the game after a minimum of 20-25 minutes. The children count up the number of words they have in complete sentences and try to add in any of the words which are not yet occupied. The winner in each pair is the player with the most words in correct sentences.

It is advisable to monitor pairs, to check that the sentences they are making are correct and to clarify any doubts that the children may have.

Extra ideas* More sentence vocabulary. The children make their own game by following a similar outline and filling in the circles with words of their own choice.