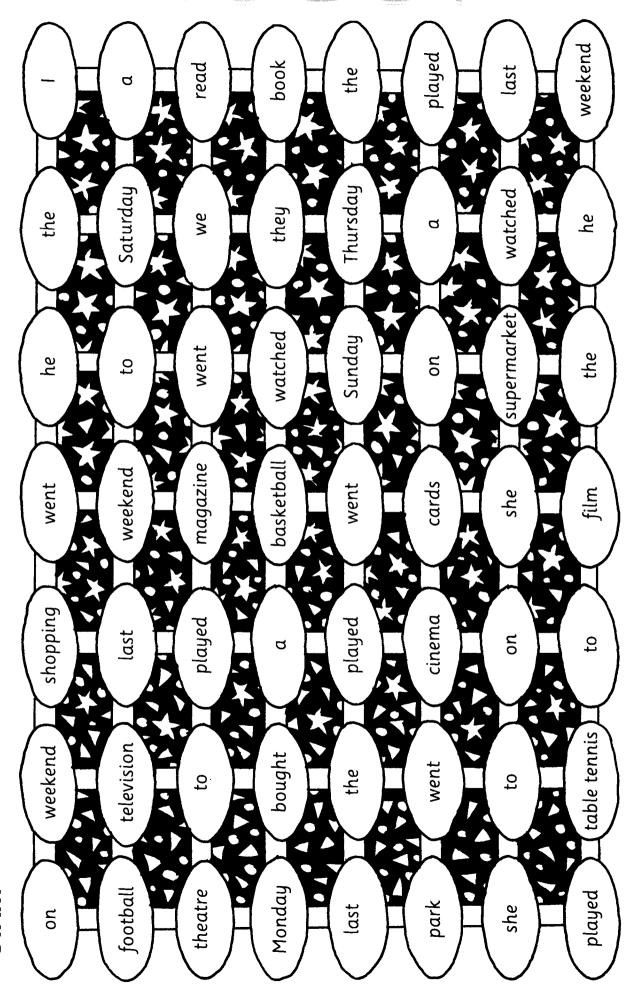


Solutions for English Teaching

SHEET 46

RACING PAST





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: Last weekend/on Saturday/Sunday/Monday/Thursday...I/he/she/we/they...

went/played/read/ bought/watched/stayedshopping/football/basketball/table

tennis/to the supermarket/to the cinemalto the park/to the theatre/

television/a film/cards/a book.

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 🏖 🏖

- I 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.