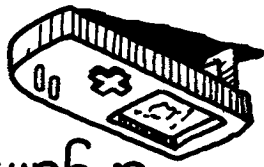
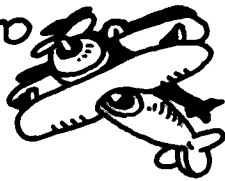


GOING SHOPPING I



a gameboy £15.00



a toy aeroplane £2.00



a model car £3.00

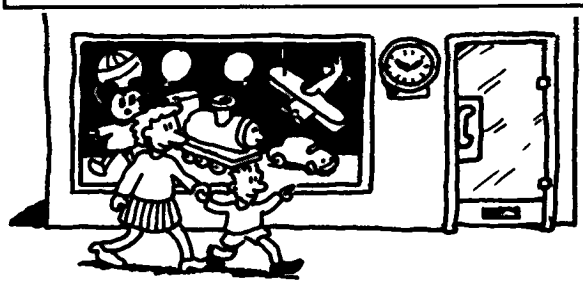


a ball £2.50

THE TERRIBLE TOYSHOP



THE TICK TOCK TOYSHOP



a pizza £2.50
milk 80p
2 hamburgers 80p
6 eggs 80p

chocolate 30p
Coke 30p
a yoghurt 30p

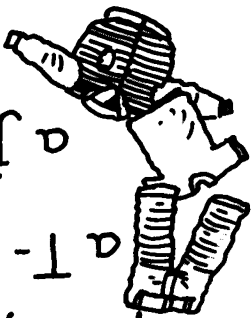
THE SUPER SUPERMARKET




THE SURPRISE SUPERMARKET



GOING SHOPPING I



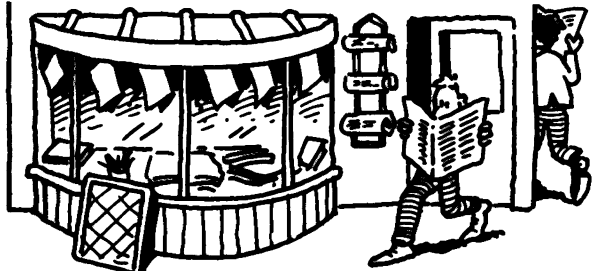
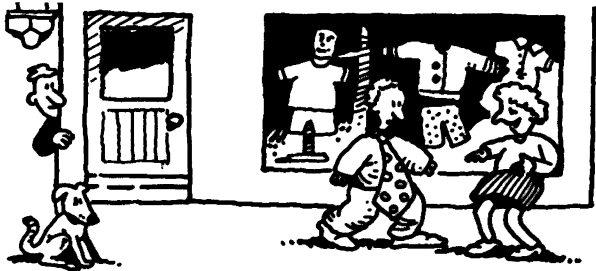

a pair of jeans £20.00
 a T-shirt £6.00
 a jacket £15.60




a pencil 20p
 a notebook 30p
 a newspaper 50p
 a magazine 80p

THE COLOUR CLOTHES SHOP

THE NEW NEWSAGENT

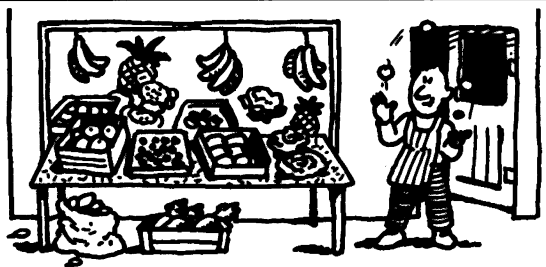
apples 45p
 bananas 70p
 grapes 70p



oranges 65p
 pears 85p
 lemons 50p

THE GENEROUS GREENGROCER

THE GREEDY GREENGROCER



GOING SHOPPING I

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

GOING SHOPPING I

Shopping list 1

- apples _____
- oranges _____
- some milk _____
- a notebook _____
- a T-shirt _____
- a gameboy _____



Shopping list 2

- grapes _____
- lemons _____
- 6 eggs _____
- a bottle of Coke _____
- 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 _____



GOING SHOPPING I

Aim:	Using the language related to shopping.
Materials:	One copy of Sheets 21 (page 71), 22 (page 72), 23 (page 73), 24 (page 74). 24 blank sheets of paper.
Duration:	Preparation: 15 minutes Playing the Game: 35 minutes
Language focus:	<i>Have you got..? Yes, I have. No, I haven't. How much is it? X pounds and X pence.</i> <i>Shops: supermarket, toy shop, clothes shop, newsagent, green grocer.</i> <i>Products: chocolate, Coke, a yoghurt, a pizza, milk, hamburgers, eggs, a ball, a model car, a toy aeroplane, a Gameboy, oranges, pears, lemons, apples, bananas, grapes, a pencil, a notebook, a newspaper, a magazine, a pair of jeans, a T-shirt, a jacket.</i>
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.

Suggestion: 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 then omit one of the shopping lists and cross off the corresponding six items on Sheet 23.

INTRODUCTION

Introduce or revise the names of the shops 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 Sheet 23 on the board and ask the class to group them according to where they can be bought.

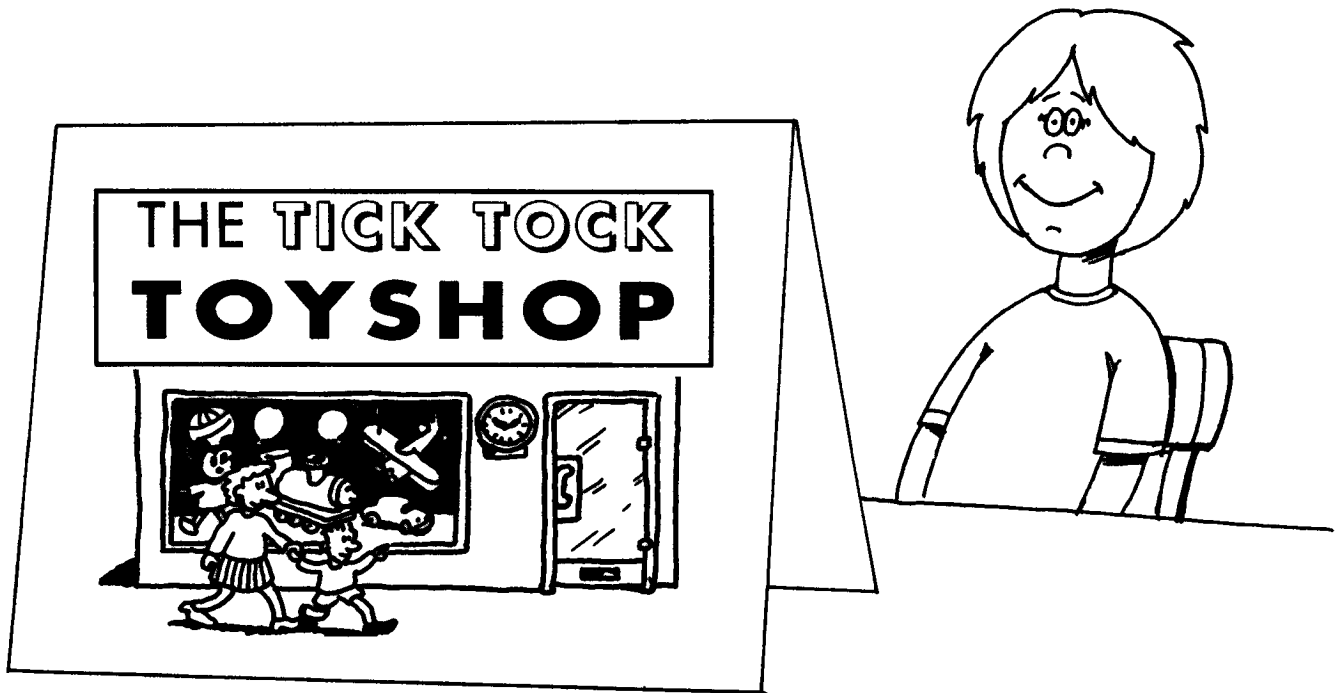
PREPARATION

- 1 Cut up all the cards on the four sheets along the dotted lines.
- 2 Give each child or pair of children an item to draw from Sheet 23. There are 24 items in total.
- 3 While the children are drawing, arrange the shop front cards 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 shop front 'The Colour Clothes Shop' etc.

PLAYING THE GAME + THE REST OF THE CLASS (IN EIGHT GROUPS)

- 1 Divide the class into two groups: one group of eight children are customers and the rest of the class are shopkeepers.
- 2 Divide the customers into four teams (two children in each team) and give each team a shopping list (Sheet 24). 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.

- 3 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 fold their shops in the following way:



they should be able to see what items they have for sale, while the customers should only see the name of the shop.

- 4 Now the race begins. Make sure each team of customers has a pencil. 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 the teacher with all the items marked with the correct prices together with the six corresponding pictures is the winner.
- 5 The customers move from one shop to another asking *Have you got...?* If one of the shopkeepers reply *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.
- 6 The two customers in each team must always stay together. They cannot visit shops separately.
- 7 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.
- 8 Other rounds using new teams can be played by making extra photocopies of the Shopping Lists (Sheet 24). In this way all of the children take their turn in being customers and shopkeepers.

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.