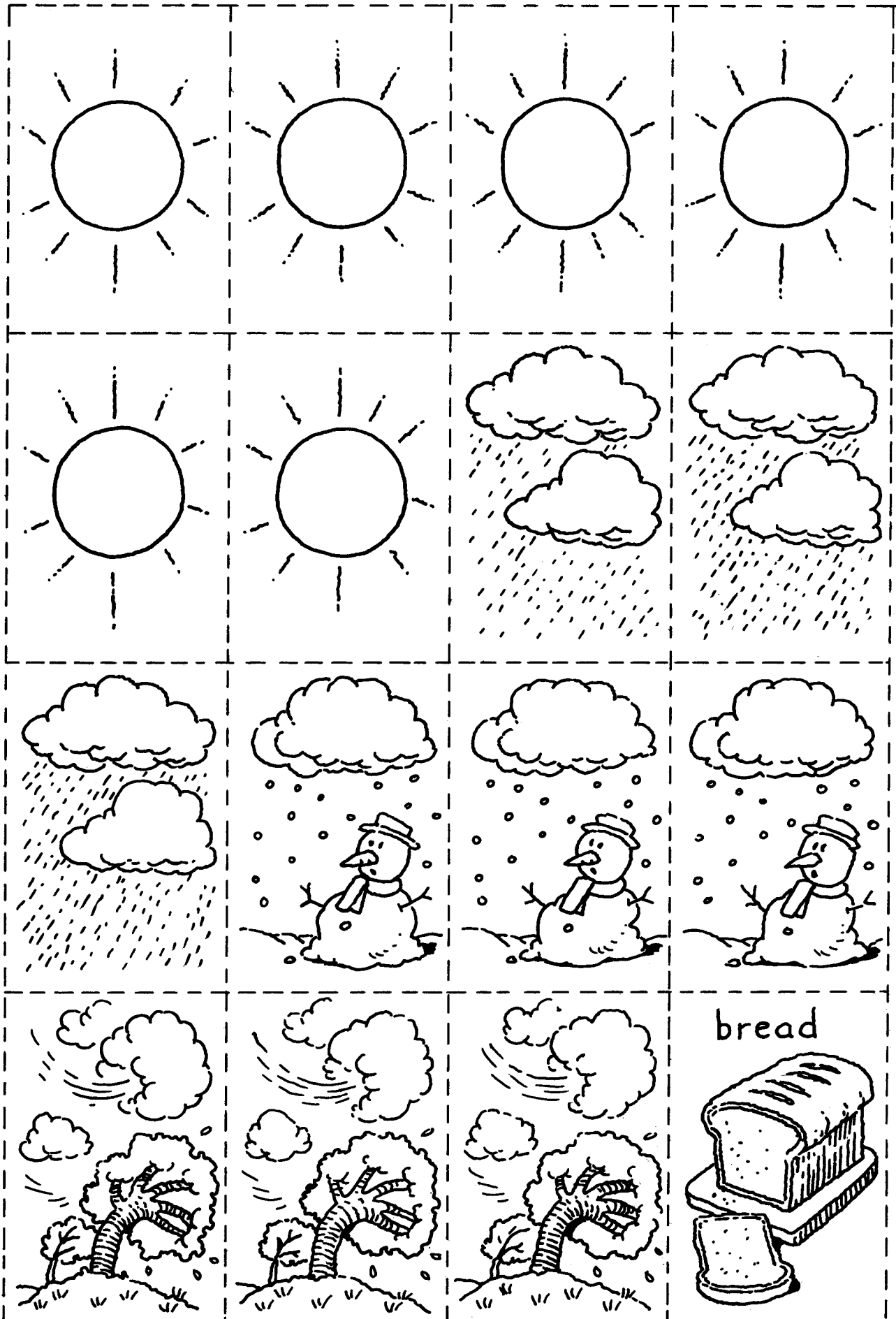


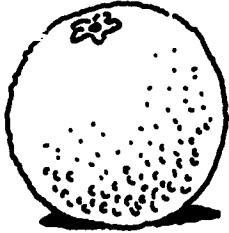
LET'S GO ON A PICNIC

SHEET 15

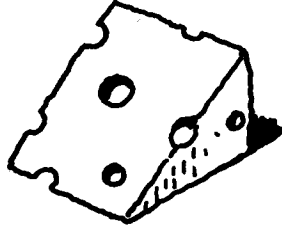


LET'S GO ON A PICNIC

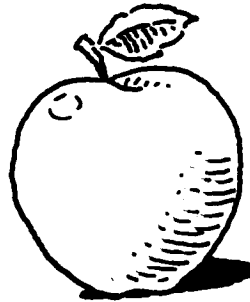
orange



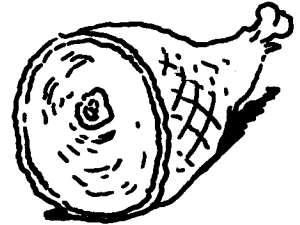
cheese



apple



ham



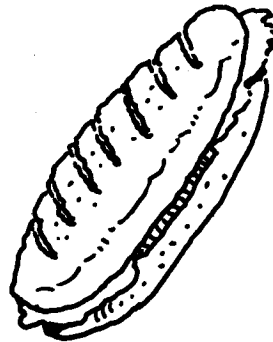
coke



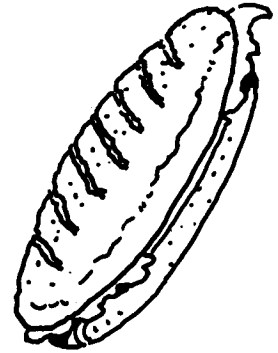
water



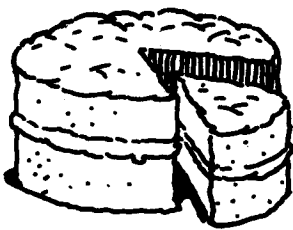
sandwich



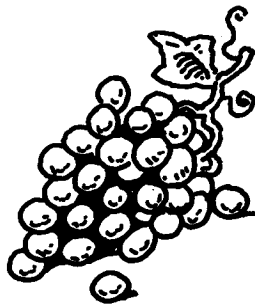
sandwich



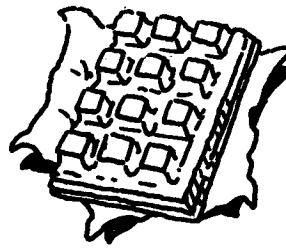
cake



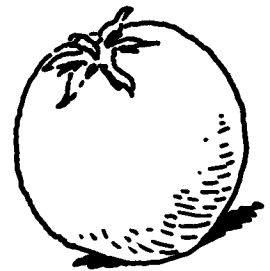
grapes



chocolate



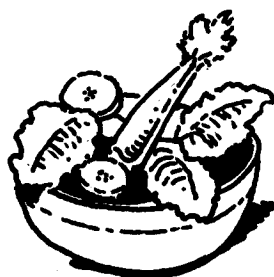
tomato



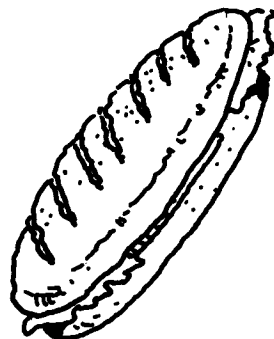
milk



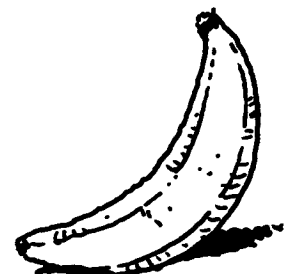
salad



sandwich



banana



LET'S GO ON A PICNIC!

Aim:	Talking about the weather.
Materials:	One pack of cards from Sheets 15 (page 65) and 16 (page 66) per group of four children.
Duration:	20 minutes
Language focus:	<i>It's sunny, It's raining, It's windy, It's snowing.</i> Recognition of: <i>orange, cheese, apple, ham, water, bread, sandwich, Coke, cake, grapes, chocolate, tomato, milk, salad, banana</i>
Aim of the game:	To end up with three food or drink cards and an <i>It's sunny</i> card. Players get rid of other food or drink cards by pretending they are weather cards.

INTRODUCTION

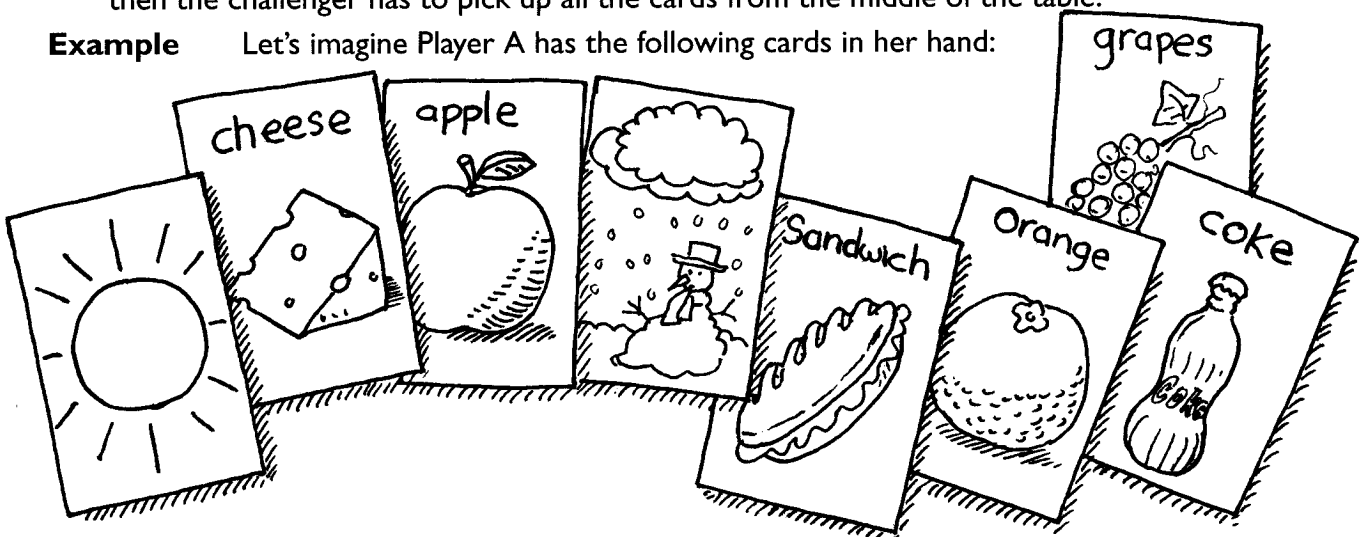
Enlarge the four different weather cards and stick them on the board, or copy the pictures directly onto the board. Ask the children to say what the weather is like for each of the pictures. Write the appropriate sentence (e.g. *It's raining.*) under each picture for reference while the children are playing the game.

Talk about the months, seasons or time of year which relate to each type of weather card, to contextualise them. You can also refer to the weather on the day they play the game.

PLAYING THE GAME

- 1 Give a full set of cards to each group of four. The children shuffle the cards and deal them out evenly to each player.
- 2 All the children look at their cards and decide which cards they wish to keep and which they wish to discard. They will need three food or drink cards and an *It's sunny* card to go on the picnic. They should not show their cards to anyone else in the group. In order to get rid of some of the cards, the children will need to 'cheat'.
- 3 The children take it in turns to lay a card face-down in the middle of the table while calling *It's sunny* or *It's raining* or *It's windy* or *It's snowing*. Players can only call weather cards. The other children can challenge by calling *Cheat*. If the child whose turn it is, is in fact cheating, for example he or she has laid down a *sandwich* card and has called *It's raining*, then he or she has to pick up all the cards from the centre of the table. If, however, he or she has been challenged incorrectly, i.e. he or she has laid down an *It's windy* card and has called *It's windy*, then the challenger has to pick up all the cards from the middle of the table.

Example Let's imagine Player A has the following cards in her hand:



She will want to keep the *It's sunny* card, together with three out of the food and drink cards, in order to go on the picnic. The game begins and she lays down the *orange* card face down in the middle of the table and says *It's snowing*. No-one challenges her so the game continues. Player A, on her next turn lays down an *It's snowing* card and says *It's snowing*. Another player challenges her by saying *Cheat*, but incorrectly as Player A's card was in fact an *It's snowing* card. The challenger has to take all the cards from the centre of the table and add them to the cards already in his or her hand. On Player A's next turn he or she tries to get rid of the extra food card by laying it down and saying *It's snowing*. If no-one challenges her she will win, as she now has three food cards and an *It's sunny* card. If he or she is challenged she will have to show that she has cheated and pick up all the cards in the centre of the table.

- 4 The game ends when one of the children has only the four cards he or she needs to go on the picnic in his or her hand, i.e. an *It's sunny* card and three food or drink cards. When this happens he or she says *Let's go on a picnic!* and shows the four cards to the others in the group.