

## Games and Activities

|                                                                                        | Activity/Game                                  | Materials   | Skills             | Approx. time/mins |
|----------------------------------------------------------------------------------------|------------------------------------------------|-------------|--------------------|-------------------|
| 1                                                                                      | Listening Practice with Flashcards and Song    | Flashcards  | Oral communication | 10-15             |
| 2                                                                                      | Vocabulary and Number Practice with Flashcards | Flashcards  | Oral communication | 10-15             |
| 3                                                                                      | Colouring: The Giants Are Dancing              | Worksheet 1 | Oral communication | 15                |
| 4                                                                                      | Cut and Stick: The Giants Are Dancing          | Worksheet 2 | Oral communication | 20                |
| 5<br> | Matching Pairs Game with Picture Flashcards    | Flashcards  | Oral communication | 15                |

 Extra activity not included in the Teacher's Guide

### 1. Listening Practice with Flashcards and Song

Hold up the flashcards, one by one, and practise saying the words with the children (giants, dancing, one, two, three, dance, me, twirl, whirl, around, whoosh). Hand out individual flashcards to students. Tell them that they have to hold up their flashcard when they hear their word in the song. You can do this as a whole class activity and print out enough flashcards so that everyone in the class is holding one card, or you can ask some students to stand in a line at the front of the classroom and hold up their flashcards.

### 2. Vocabulary and Number Practice with Flashcards

Before the class, print out 5 copies of the following flashcards: giants, one, two, three, dance, me, twirl, whirl, around). Randomly place the flashcards on the floor in the middle of the room. Choose one student and say, "Go and find 1 twirl." The student finds the correct flashcard, gives it to the teacher and repeats back to the teacher what flashcard they have picked up. "1 twirl." The teacher then makes the instructions progressively harder. "Go and find 2 around and 3 dance." When the students are able to do the activity more easily, increase the number of flashcards for each word.

### 3. Colouring: The Giants Are Dancing

Hand out worksheet 1. Tell the students to colour the “giants” orange. Tell them to colour twirl green. Tell them to colour “me” pink (choose the colours you want to use). When you’ve finished, ask them, “What colour are the “giants”?” Encourage them to say, “Orange. The giants are orange.” Do it as a whole class/group, and then ask students individually.

### 4. Cut and Stick: The Giants Are Dancing

The children can work in pairs or small groups. Print out Worksheet number 2. Tell the children to cut the shapes out by cutting along the dotted lines. When all the items have been cut out, tell the students to stick the “giants” on number 1 and number 3. Then tell the students to stick “around” on number 2. Tell the students to stick “twirl” on number 2. Tell the students to stick “dancing” on number 1. And finally tell them to stick “me” on number 3.



### 5. Matching Pairs Game with Picture Flashcards

Before the class, print out 4 copies of each flashcard for each group. If you’re playing this game together as a whole class activity, consider using 8 cards for each word: (giants, dancing, one, two, three, dance, me, twirl, whirl, around). Spread out all the cards, face down, on a table or on the floor. The students take it in turns to turn over one card, say the name of the object/action on the card, and then turn over a second card and say the name of the object/action on that card. The students are trying to make pairs. If the two cards they turn over aren’t a matching pair, they should turn them back over to face the floor. The student with the most pairs at the end of the game wins.