

Lesson plan and game rules.

Level: Medium beginner kids

Language focus: Daily routines

Vocabulary focus: time, get up, go to bed, daily routine words

Requirements: coins, markers

How to play.

1. Let each group have two students. Give them a coin and two markers of different colours.
2. Students do rocks, paper, scissors, to see who flips the coin first. If the winner chooses say TAILS, the other student is automatically HEADS.
3. The student flips the coin to see the side that shows up. If it's HEADS, the student who chose that moves his marker from **Start** into the first dialogue box and vice-versa.
4. The student uses the clue words in the box to make a full sentence.
5. When a student gets to a dialogue box with a question sign , s/he has to ask a question using the clue words. The other player must answer the question.
6. If the other player can't answer the question the student can move to the next dialogue box without flipping a coin- so the other loses a turn to flip.
7. The other student must answer or lose a turn.



8. When a student gets to Crocodile Island, s/he has to do what the croc says. If s/he can't do what the croc says, the other player can have a try. If the other player can do it, s/he gains a free turn- s/he then advances into the next dialogue box.



9. When a student gets to pirate Island, s/he has to do what the pirate says. If s/he can't do what the pirate says, the other player can have a try. If the other player can do it, s/he gains a free turn- s/he then advances into the next dialogue box.
10. The first player to get to **finish** wins the game.

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