

Name of activity: Zoo Animals; Three Games

Short description: There are three games in this lesson; hangman, slap the board and pelmonism all aimed at teaching the names of animals and their descriptions in a fun way.

Link to curriculum: Grade 7, Unit.4.14

Difficulty level: Easy

Time: 35 mins

Learning outcomes: by the end of this activity: students will be familiar with the names and description of some zoo animals.

(Competency ; Vocabulary)

Option 1

Lesson plan with:

- ✓ Worksheet
- ✓ Cut ups

Option 3

Lesson plan with:

- ✓ Activities for a Computer Room

Link to material

<http://learnenglishkids.britishcouncil.org/en/word-games/hangman/zoo-animals>

<http://learnenglishkids.britishcouncil.org/en/word-games/find-the-definition/zoo-animals>

Option 1: Worksheet

<p>Preparation</p>	<p>Print 1 copy of worksheet 1 for the teacher for hangman and slap the board.</p> <p>Copy and cut up one copy of worksheet 2 (pelmonism) for each group of 4-5 students. It is easier to play the game if you use different colours of paper for the animal names and definitions.</p>
<p>Stage / Time</p>	<p>Procedure</p>
<p>Introduction</p> <p>Hangman</p> <p>10 mins</p>	<ol style="list-style-type: none"> 1. Students should know the definition of <i>reptile</i> from 4.14 but check this. Also check students know <i>stripe, bamboo, dangerous, hiss</i>. 2. Tell the students they are going to play hangman with the names of 10 zoo animals. If students do not know the game then demonstrate it with the first example. 3. Use these animals: tiger, penguin, crocodile, hippo, rhino, seal. panda, lion, polar bear, snake
<p>Slap the board</p> <p>10 mins</p>	<ol style="list-style-type: none"> 1. Tell the students they are going to play 'slap the board' with the same animals. Explain the rules of the game 2. Write the names of the animals (spread out) on the board. Put the students into two teams. Give the teams 2 minutes to talk together about the animals to make sure everyone in their team knows what they are. 3. Each team stands in a line facing the board. 4. Read out the definition of an animal (see worksheet 1). The two students at the front of each line run to the board and slap the right animal. Others in their teams can help by telling them the answer. 5. The first hand on the right answer gets the point (don't forget to keep the score). 6. The two students at the front go to the back of the line. Repeat with another definition.
<p>Pelmonism</p> <p>15mins</p>	<ol style="list-style-type: none"> 1. Tell students they are going to play a game to match animals and their definitions. 2. Demonstrate with one group how to play the game. 3. Give each group a set of cards face up on the table. Students first match the animals and definitions, so they know what they are looking for when they play the game. 4. Now turn the cards over (face down) and spread them out, but keep animals on one side and definitions on the other(this is why

	<p>it helps to have them on different coloured paper)</p> <ol style="list-style-type: none"> 5. The first student to play turns over two cards. Tell students not to pick up the cards but leave them in the same place and let everyone on the group see the words. (This is so students can remember where they are) 6. Student reads out the animal and the definition and if they match he/she keeps the cards. 7. If not, turn them over (being careful to keep them in exactly the same place) 8. The next student has a turn. <p>The winner is the student with the most pairs.</p>
<p>Variations</p>	<ol style="list-style-type: none"> 1. Here is an alternative if you have a large class and do not want to play 'slap the board'. Put students into groups of 4-5. Read out the animal definition. The first group to write down the name of the animal and to hold it up gets the point. 2. These three games do not have to be done together. You can use them as fun activities in three different (but consecutive) lessons.

Worksheet 1

Animal names and definitions for hangman and slap the board

Tiger	A big cat with black and orange stripes
Penguin	A black and white bird but it can't fly
Crocodile	A long reptile that lives in rivers-it can be dangerous
Hippo	A large grey river animal
Rhino	A large animal with one or two horns on its nose
Seal	A grey/blue animal from the sea
Panda	A black and white bear which eats bamboo
lion	A big cat that roars
Polar bear	A big white animal that comes from the arctic
Snake	A long thin reptile that hisses and bites

Worksheet 2

Animal names and definitions to cut up for pelmonism

Giraffe	This animal has a very long neck
Lion	This animal is a very large cat
Elephant	This animal is grey and has a trunk
Penguin	This animal is a bird. It likes the cold
Crocodile	This animal is a reptile. It has sharp teeth and short legs
Monkey	This animal likes to swing from the trees
Parrot	This is a type of bird. It can talk

Option 3: Computer Lab

Preparation	<p>Make sure these sites are working.</p> <p>http://learnenglishkids.britishcouncil.org/en/word-games/hangman/zoo-animals</p> <p>http://learnenglishkids.britishcouncil.org/en/word-games/find-the-definition/zoo-animals</p>
Stage / Time	Procedure
Hangman 10 mins	<ol style="list-style-type: none"> Students should know the definition of <i>reptile</i> from 4.14 but it would be a good idea to check this. Also check students know the meanings of <i>stripe</i>, <i>bamboo</i>, <i>dangerous</i>, <i>hiss</i> Sit students at the computers and tell them they are going to be given a clue to read and then they have to spell the name of the animal. If they spell it correctly the letter goes into the spaces at the top. If they get the letters wrong the monkey will get squashed. There are 10 animals. Open the page http://learnenglishkids.britishcouncil.org/en/word-games/hangman/zoo-animals Have students taking it in turns to spell each animal. When finished ask if anyone squashed the monkey.
Find the definition 10 mins	<ol style="list-style-type: none"> Tell students they are going to match the animals in the blue boxes with their descriptions. They should use the mouse to move the animal to the right description. Open the game and let students sit in pairs and take turns. http://learnenglishkids.britishcouncil.org/en/word-games/find-the-definition/zoo-animals Students can have another go until they get them right. When finished you could have a quiz as a round up. Put students into groups of 4-5. Read out the animal definition. The first group to write down the name of the animal and to hold it up gets the point.
Variations	<p>For students who finish early another computer activity that takes just a few minutes is this:</p> <p>http://learnenglishkids.britishcouncil.org/en/make-your-own/make-dangerous-animal</p> <p>Students have to make and name a dangerous animal which can then be printed off.</p>