

**Name of activity:** Animal Crossword

**Short description:** Students read clues and guess the animals and the correct spelling that goes with each animal and thereafter write a story involving animals

**Link to curriculum:** Grade 8; unit 5.5

**Difficulty level:** Medium

**Time:** 40 minutes

**Learning outcomes:** by the end of this activity: students will have learnt the correct spelling of the animals given in the task and will have produced a piece of writing involving animals.

(Competency 2; writing)

(Competency 4; vocabulary)

(Competency 5; reading)

<b>Option 1</b>	<b>Option 2</b>	<b>Option 3</b>
Lesson plan with: ✓ Worksheet	Lesson plan with: ✓ Link to audio or video recording	Lesson plan with: ✓ Activities for a Computer Room

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

## Option 1: Worksheet

<b>Preparation:</b>	
<ul style="list-style-type: none"> <li>• Make photocopies of the worksheet below for pairs/ groups of students.</li> </ul>	
<b>Stage</b>	<b>Procedure</b>
<b>Introduction</b>  <b>5 mins</b>	<ol style="list-style-type: none"> <li>1. Look at the worksheet and decide if there is any vocabulary that your students might not know (e.g. stripes, horns, hisses, roars)</li> <li>2. Tell students that they are going to learn more about animals we find in the zoo. Draw, mime or demonstrate difficult words and brainstorm a collection of animals that might relate to each word. (eg. Stripes = tiger, zebra)</li> <li>3. Hand out worksheet and crayons to pairs/groups of students</li> </ol>
<b>Reading</b>  <b>20 mins</b>	<ol style="list-style-type: none"> <li>1. Explain to students that the clues are connected to the crossword puzzle and need to match the clues with the number on the puzzle.</li> <li>2. Do first clue together with students</li> <li>3. Begin the activity and mingle to support students.</li> <li>4. Once the students have finished check with whole class</li> </ol>
<b>Writing</b>  <b>15 mins</b>	<ol style="list-style-type: none"> <li>1. Tell each group to pick three favourites out of the list of animals and write a story that involves them.</li> <li>2. Encourage them to use the descriptions in the clues to develop their stories.</li> <li>3. Mingle and support the students with the writing. When finished, tell them to put p their stories on the wall.</li> <li>4. The students then walk around and read the other group's stories. Perhaps they can vote for the best story.</li> </ol>
<b>Variation</b>	If photocopies of the crossword and the clues are unavailable, a "hangman" version of the game can be played

## **Worksheet**

### **Animal Crossword Clues**

#### **Across**

1. A big cat with black and orange stripes
2. A large animal with one or two horns on its nose
3. A black and white bear which eats bamboo
4. A big cat that roars
5. A long thin reptile which hisses and bites
6. Long reptile that lives in rivers – it can be dangerous

#### **Down**

1. A large grey river animal
2. A black and white bird but it can't fly
3. A grey/blue animal from the sea
4. A big white animal that comes from the Arctic



## Option 2: Data Projector

### Preparation:

- Click on the following link to open the activity:  
: <http://learnenglishkids.britishcouncil.org/en/word-games/hangman/zoo-animals>
- Coloured pens/crayons
- Handout of animal descriptions

Stage	Procedure
<b>Introduction and game</b>  <b>10 mins</b>	<ol style="list-style-type: none"><li>1. Tell the students that they are going to learn more about animals that live in the zoo.</li><li>2. Click on the link to project the activity:</li><li>3. Split the class into two groups and explain that they are going to take turns guessing the letters that fit in to the spaces with the help of the clues.</li><li>4. Explain the penalty if they guess a wrong letter.</li><li>5. Do a trial round. Ask the first group to read the description. Then ask them to guess the letters that fill up the blank places. Click on each letter until the word is guessed/or monkey dies</li><li>6. Play the game with the class</li></ol>
<b>Reading</b>  <b>10 mins</b>	<ol style="list-style-type: none"><li>1. Give handout to students.</li><li>2. Explain to students that they have to read the description of the animals and draw them.</li><li>3. Give each group 2 or 3 animals depending on class size</li></ol>

<p><b>Writing</b> <b>20 mins</b></p>	<ol style="list-style-type: none"><li data-bbox="464 195 1396 268">1. Tell each group to pick three favourites out of the list of animals and write a story that involves them.</li><li data-bbox="464 302 1396 375">2. Encourage them to use the descriptions in the clues to develop their stories.</li><li data-bbox="464 409 1396 483">3. Mingle and support the students with the writing. When finished, tell them to put p their stories on the wall.</li><li data-bbox="464 516 1396 592">4. The students then walk around and read the other group's stories. Perhaps they can vote for the best story.</li></ol>
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## Worksheet 2

### Animal Descriptions

1. A big cat with black and orange stripes
2. A large animal with one or two horns on its nose
3. A black and white bear which eats bamboo
4. A big cat that roars
5. A long thin reptile which hisses and bites
6. Long reptile that lives in rivers – it can be dangerous
7. A large grey river animal
8. A black and white bird but it can't fly
9. A grey/blue animal from the sea
10. A big white animal that lives in the Arctic

### Option 3: Computer lab

**Preparation:**

- Arrange the students in pairs and ask them to open the link.  
: <http://learnenglishkids.britishcouncil.org/en/word-games/hangman/zoo-animals>
- Make photocopies of the handout below

<b>Stage</b>	<b>Procedure</b>
<b>Introduction game</b> 10 mins	<ol style="list-style-type: none"><li>1. Tell the students that they are going to learn about animals that live in the zoo.</li><li>2. Explain that they are going to take turns at reading the clues and play hangman.</li><li>3. Ask player 1 to click on the letters while player 2 guesses them.</li><li>4. Both players continue and keep individual scores of each turn.</li><li>5. Whoever scores the best out of 5 turns is the winner.</li></ol>
<b>Reading</b>  10 mins	<ol style="list-style-type: none"><li>1. Give worksheet 2 to students.</li><li>2. Explain to students that they have to read the description of the animals and draw them.</li><li>3. Give each group 2 or 3 animals depending on class size</li></ol>
<b>Writing</b>  20 mins	<ol style="list-style-type: none"><li>1. Tell each group to write a story that involves the animals in their group.</li><li>2. Encourage them to use the descriptions in the clues to develop their stories.</li><li>3. Mingle and support the students with the writing. When finished, tell them to put up their stories on the wall.</li><li>4. The students then walk around and read the other group's stories. Perhaps they can vote for the best story.</li></ol>