

**Name of activity:** Sea Animals Hangman

**Short description:** Activity to help pre-teach vocabulary for the lesson 'underwater world' which practices reading skills.

**Link to curriculum:** Grade 9; Unit 5.26

**Difficulty level:** medium/hard

**Time:** 40 minutes

**Learning outcomes:** by the end of the lesson:

- Students will be able to identify several sea animals that appear in the reading text in unit 5.26.

(Competency 4; Vocabulary)

**Option 1**

Lesson plan with:

- ✓ Worksheet
- ✓ Flashcards

**Option 2**

Lesson plan with:

- ✓ Worksheets to project (data projector)

**Option 3**

Lesson plan with:

- ✓ Activities for a Computer Room

Links to material:

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

## Option 1: Worksheet

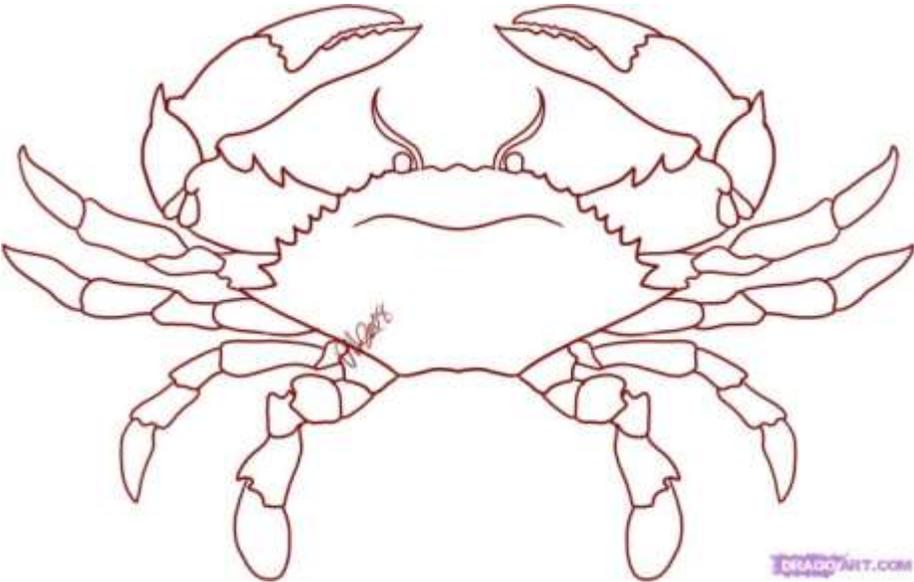
### Preparation:

- This activity can be done before unit 5.26 on page 46 in the Grade 9 pupil's book. It can be used to pre – teach vocabulary necessary to do the reading lesson.
- Take printouts of the pictures given below (Flashcards 1). They can be enlarged if necessary.
- The clues below (Flashcards 2) should be written on large pieces of paper and stuck on the board for each turn. They have to be clear enough for students to read off the board.

Stage / Time	Procedure
<p><b>Introduction/ drill</b></p> <p><b>20 mins</b></p>	<ol style="list-style-type: none"> <li>1. Arrange students in a circle and begin by showing each picture and having a short discussion to make sure that students know some basic information about the animals.  <i>Eg: The animal's physical description (colour, number of legs, how big it is, etc)</i> <i>Is it friendly or dangerous?</i> <i>Is it commonly found in Sri Lanka?</i></li> <li>2. As students are introduced to the animals, drill pronunciation of each one (students repeat chorally after teacher).</li> <li>3. You can also do a 'circle drill'. This is done by students passing the flashcard of each animal round the class, and students repeating its name as they pass it on.</li> <li>4. You can drill once more and this time students can pass the card around giving the animal's name and two of its qualities you discussed earlier. Repeat if necessary.  <i>Eg: This is a dolphin</i> <i>It's very friendly</i> <i>It's found in some areas of Sri Lanka</i></li> </ol>
<p><b>Hangman</b></p> <p><b>20 mins</b></p>	<ol style="list-style-type: none"> <li>1. Divide students into groups of 5.</li> <li>2. Draw blanks on the board that fit the spelling of each animal.</li> <li>3. Read out a clue (given below) and demonstrate the first turn. Students have to listen and guess the letters that spell each animal.</li> </ol>

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|  | <ol style="list-style-type: none"><li>4. If they guess a letter correctly, write it in all the spaces that the letter appears in the spelling.</li><li>5. Five guesses are allowed. For each wrong guess draw one part of the man in the gallows! Eg: head, arm, leg etc. Once the figure of the man is complete, the turn is lost.</li></ol> |
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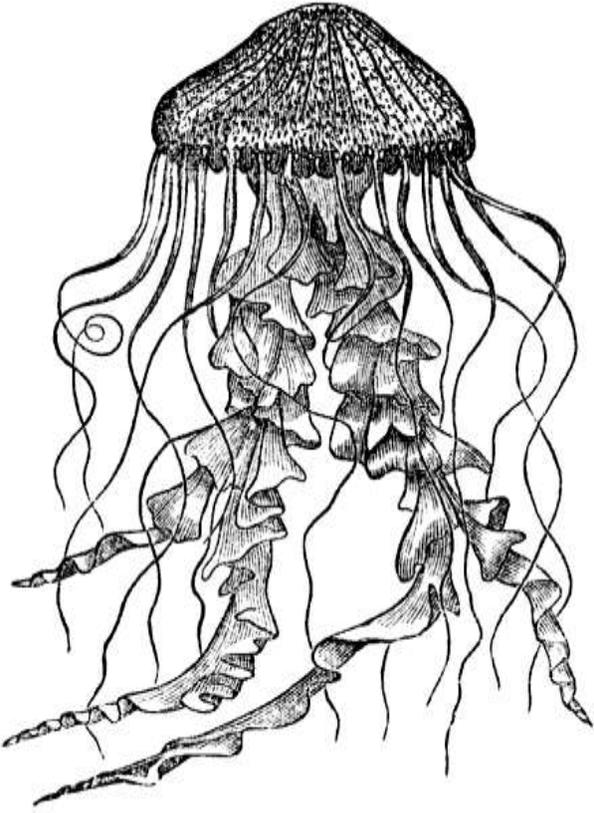
Flashcards 1 (Pictures)



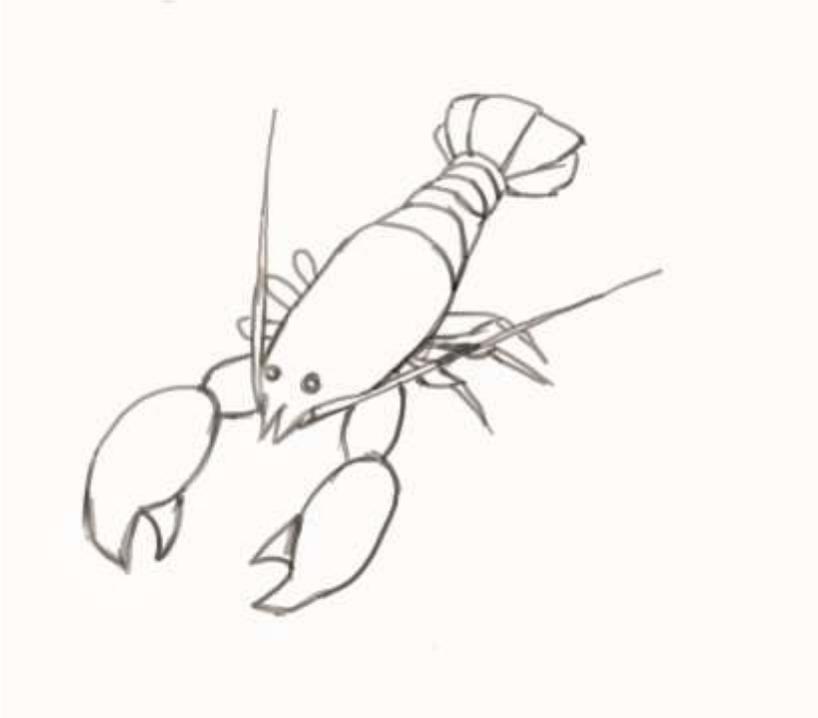
crab



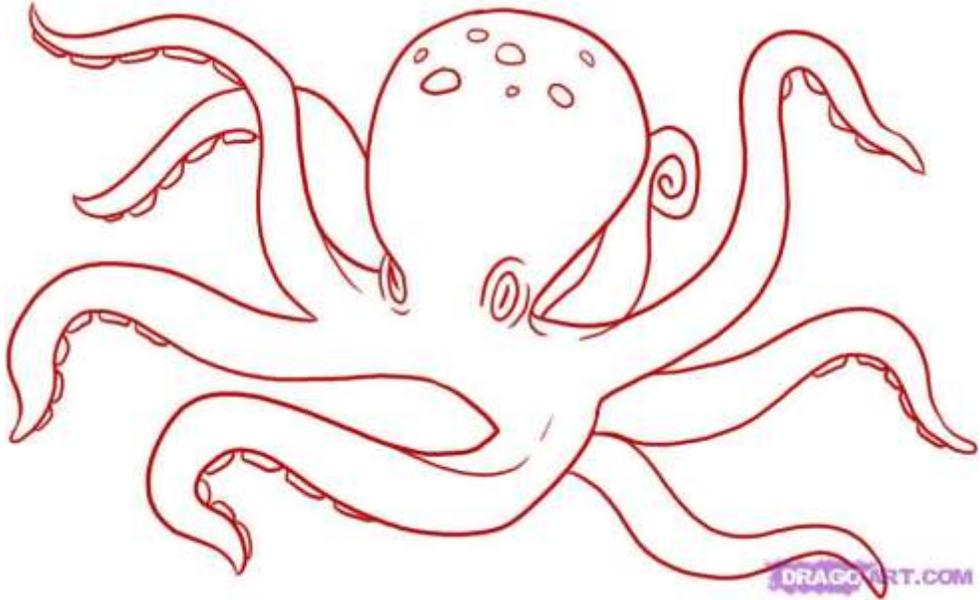
dolphin



jellyfish

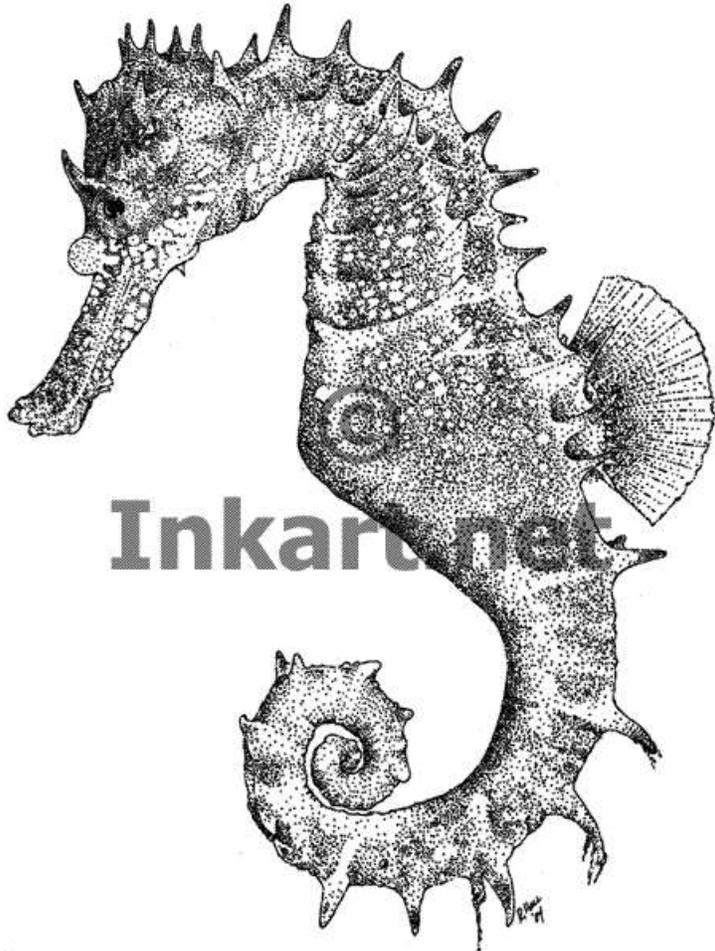


lobster



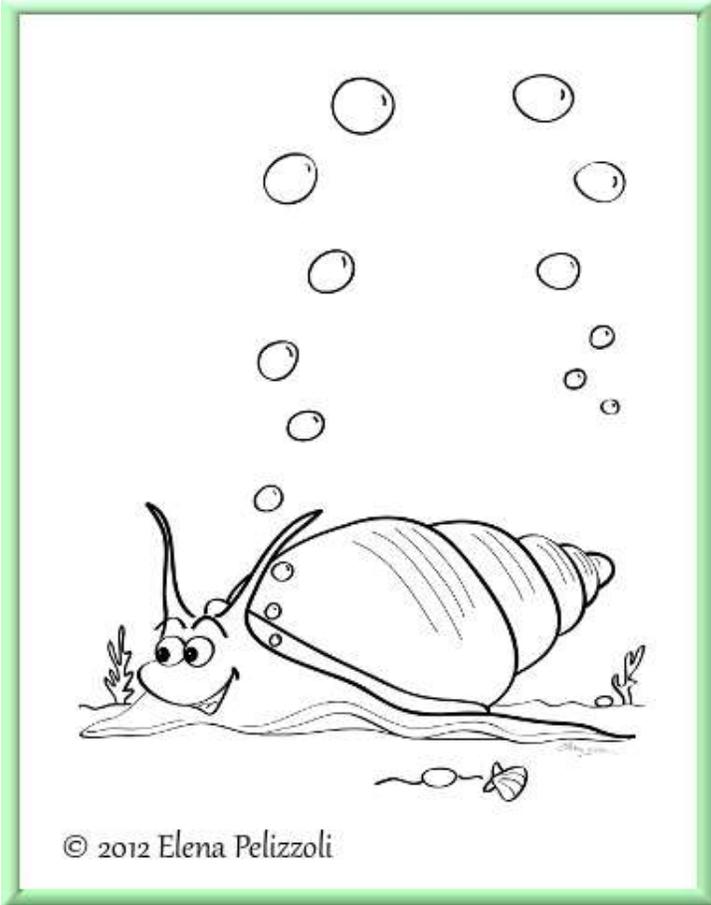
DRAGONART.COM

octopus



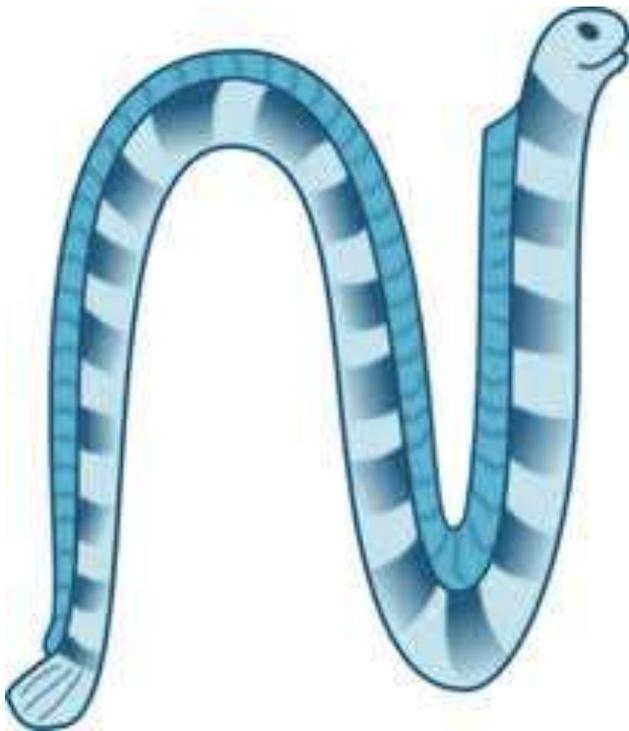
Inkart.net

sea horse

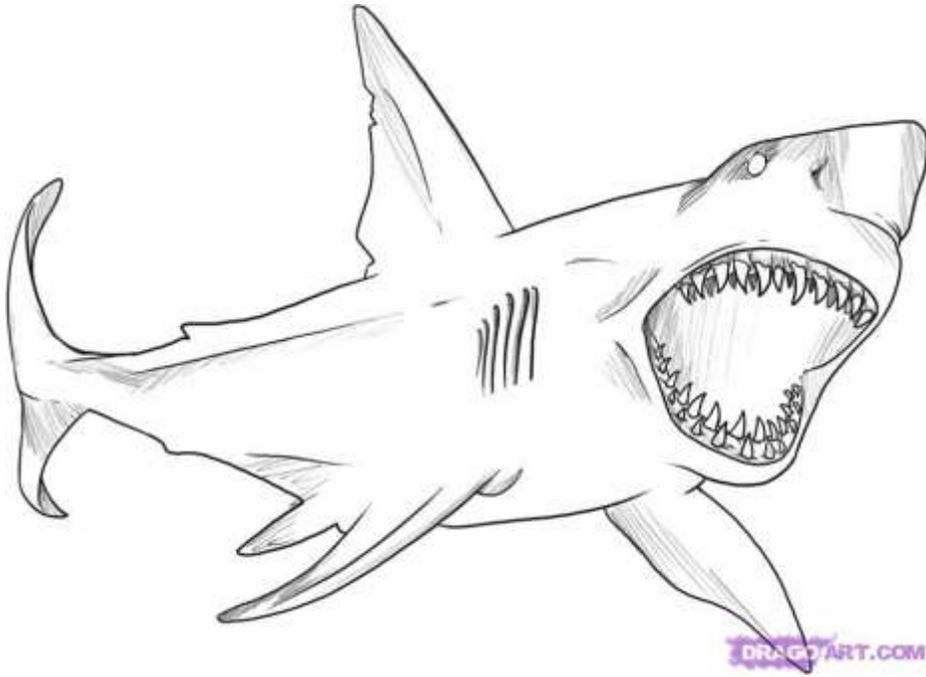


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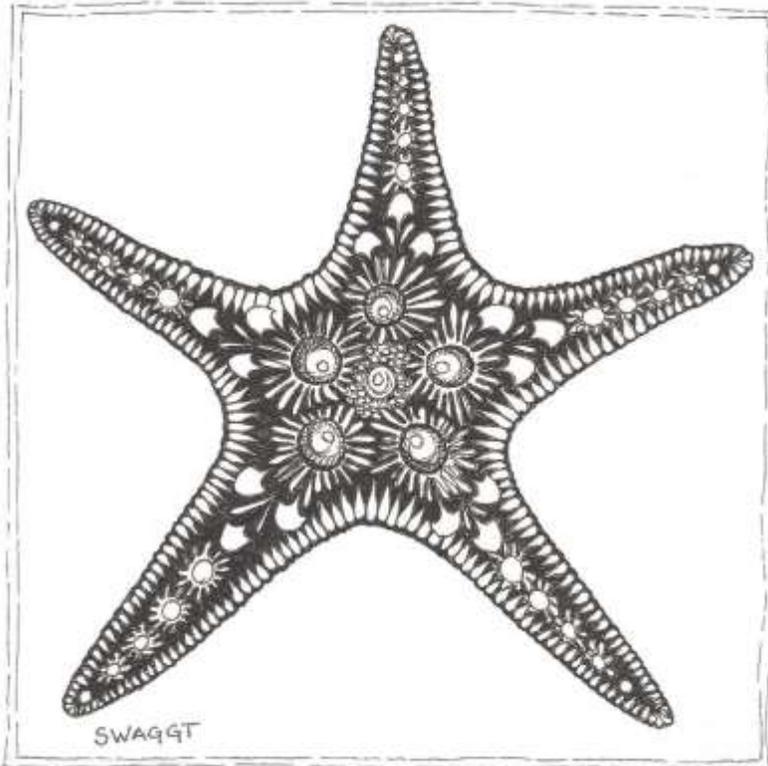
sea snail



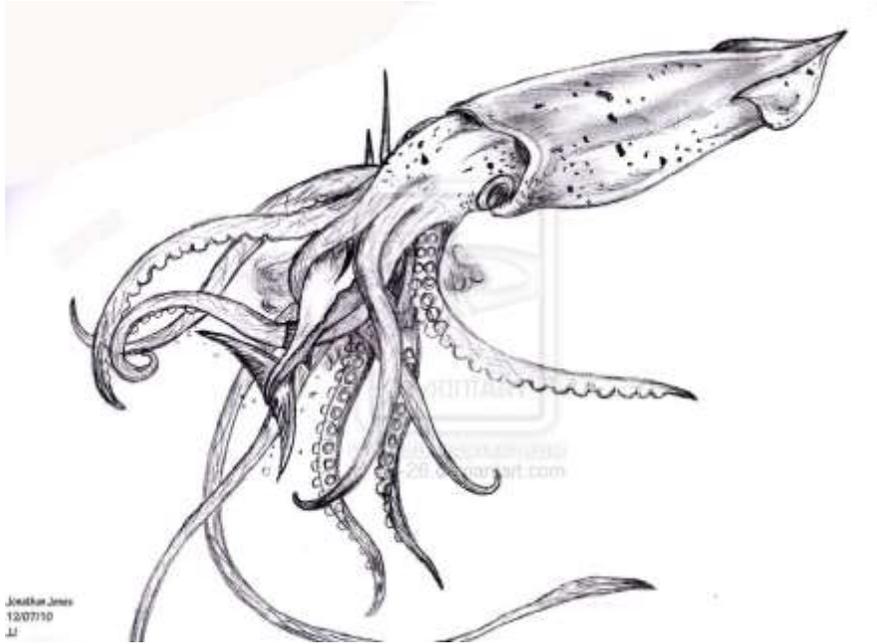
sea snake



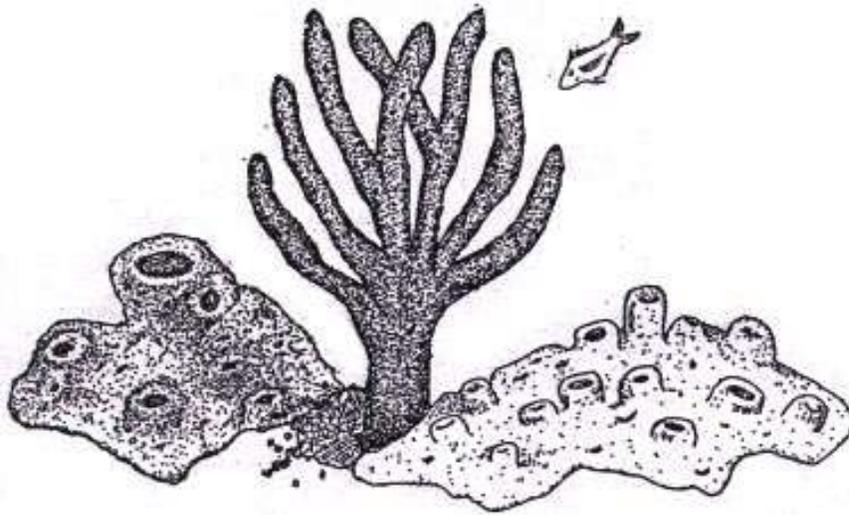
shark



starfish



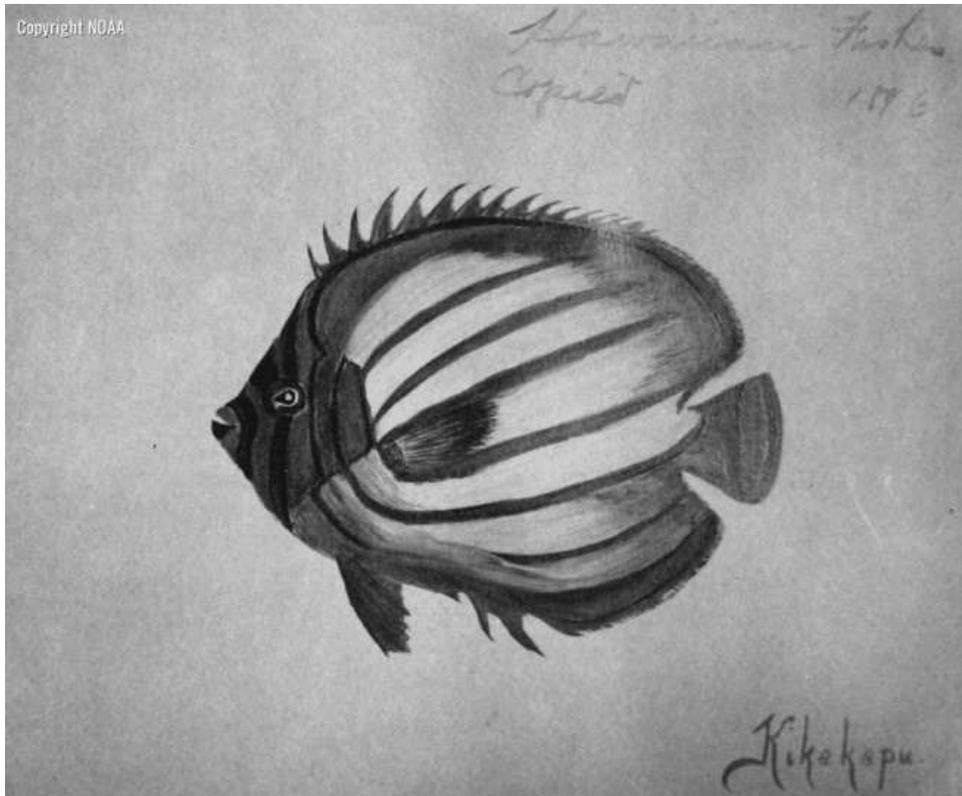
squid



sea sponge



sea cucumber



butterfly fish

## Flashcards 2 (Clues)

1. crab – This animal is covered by a shell and has got 3 legs. It walks sideways
2. dolphin – this animal is a large mammal and quite intelligent. It's very friendly. It jumps right in and out of the water
3. jelly fish – this animal is clear and you can see right through it. Some of these animals are poisonous.
4. lobster - this animal is covered by a shell it has two large claws and eight legs
5. octopus – this animal has 8 tentacles it uses them to catch food
6. sea horse – this is a small fish. Its head and neck look strange like a horse's.
7. sea snail - this has a long soft body and a round shell
8. sea snake - this is a long thin animal
9. shark - this is a large fish with sharp teeth. Many people are afraid of this animal
10. star fish - this is a flat animal with five arms. It looks like a star

## Option 2: Data Projector

### Preparation:

- This activity can be done before unit 5.26 on page 46 in the Grade 9 pupil's book. It can be used to pre – teach vocabulary necessary to do the reading lesson.
- Take printouts of the pictures given above. They can be enlarged if necessary.
- Click on the link below to access the game.

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

Stage / Time	Procedure
<p><b>Introduction/ drill</b></p> <p><b>20 mins</b></p>	<ol style="list-style-type: none"> <li>1. Arrange students in a circle and begin by showing each picture and having a short discussion to make sure that students know some basic information about the animals.  <i>Eg: The animal's physical description (colour, number of legs, is it big or small, etc)</i> <i>Is it friendly or dangerous?</i> <i>Is it commonly found in Sri Lanka?</i></li> <li>2. As students are introduced to the animals, drill pronunciation of each one (students repeat chorally after teacher).</li> <li>3. You can also do a 'circle drill'. This is done by students passing the flashcard of each animal round the class, and repeating its name as they pass it on.</li> <li>4. You can drill once more and this time ss can pass the card around giving the animal's name and two of its qualities you discussed earlier. Repeat if necessary. <i>Eg: This is a dolphin</i> <i>It's very friendly</i> <i>It's found in some areas of Sri Lanka</i></li> </ol>
<p><b>Hangman</b></p> <p><b>20 mins</b></p>	<ol style="list-style-type: none"> <li>1. Divide students into 2 groups.</li> <li>2. Click on the link given above and play the game with the class. Groups take turns to guess/spell the animals. They get 10 points for each complete word that is guessed correctly, without the monkey being squashed.</li> </ol>

	<p>3. If one group doesn't guess the word before the monkey is squashed, the other group gets one chance to win five points and guess the whole word correctly.</p>
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	<p>4. The group with the most points wins.</p>
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## Option 3: Computer Lab

### Preparation:

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<p><b>Hangman</b></p> <p><b>20 mins</b></p>	<ol style="list-style-type: none"> <li>1. Arrange students in pairs.</li> <li>2. Students click on the link given above and play the game in pairs.</li> </ol>