

Zedua Experiments

Title: At the zoo

Aim: To revise animal vocabulary and to produce simple descriptions.

Materials Required:

Pictures of animals and dice.

Description:

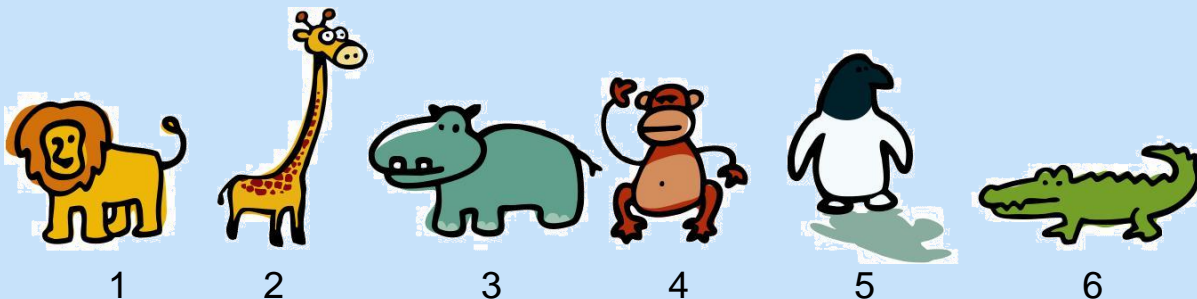
Pictures of animals from the zoo are put on the board and numbered 1–6. Children take it in turns to throw a dice. The number thrown corresponds to an animal on the board, and the child must write a sentence about the animal.

Preparation:

You will need pictures of zoo animals to put on the board, ensuring they are big enough for the whole class to see. Clipart is a good source, or you can draw the animals yourself.

Procedure:

1. Before playing the game, revise the numbers 1–6, the names of some animals, and some adjectives to describe the animals.
2. Put the pictures of the animals on the board and give each animal a number from 1–6.



3. Ask for a volunteer to throw the dice. When the dice lands on a number, the child must say which animal corresponds to that number. The

teacher (or the child) writes the name of the animal on the board under the picture:



It is a lion

4. Another volunteer throws the dice. If the number lands on the same number, the volunteer must add something about the animal (for example, 'it is big'). The teacher can write this on the board. If the number is different, the volunteer names a different animal.



It is a lion. It is big. It is golden. It likes sleeping and eating.

The game ends when all the animals are named and have been described. The number of sentences you write for each animal depends on the level of the children.

5. Once all the texts are on the board, erase key vocabulary to create a gap. Let the children read out the texts and fill in the gaps.



It is a _____.

It is _____.

It is _____

It likes _____ and _____.

Alternatives

- This game can be played in groups but you will need more pictures and more dice.

