



# SCHOOL-SCOUT.DE

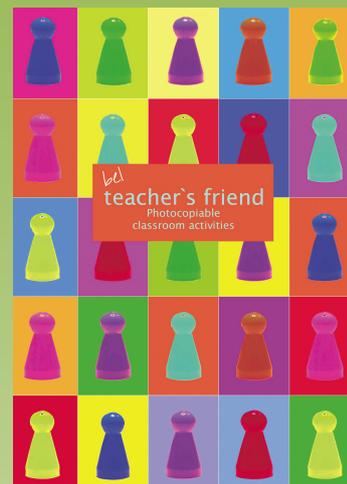
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**Auszug aus:**

*Teacher's Friend*

Das komplette Material finden Sie hier:

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bel

# teacher's friend

Photocopiable  
classroom activities





*be/* Teacher's Friend  
Photocopiable Classroom  
Activities



# Introduction

## How to use this book

Welcome to the *bel* Teacher's Friend. The *bel* concept is to teach English to anybody of any age and to make sure that our students have fun while they are learning. Having fun while learning a foreign language is an often underestimated essential tool in language acquisition. This collection of simple yet effective games can be used to introduce vocabulary, practise grammatical structures and consolidate existing skills without the student really realising the teacher's aims.

Simply photocopy the worksheets, cards or gameboards and have an instant lesson at your fingertips. The games have been designed to allow for the size, age and ability of your class. Variations on the basic games have also been suggested so that you can either go further in depth on a particular topic or go 'freestyle' and get a feel for the existing knowledge your students have.

Having fun while learning has numerous advantages. For example, your class can bond faster thus reducing shyness and reluctance to speak in front of strangers; knowledge retention is enhanced when a student is more relaxed; a positive feeling for the English language is engendered often leading to more self-confidence in using the language outside the 'safety' of the classroom; and of course, who wants to sit and learn or teach in a stuffy, boring atmosphere?

The following pages are filled with an overview of the aims of the games, materials or preparation required and instructions regarding the rules. However, you are of course free to make up your own rules and games with the sheets provided.

Have fun!

The *bel* Teacher's Friend team

Impressum

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DAS WERK UND SEINE TEILE SIND URHEBERRECHTLICH GESCHÜTZT.

JEDE VERWERTUNG IN ANDEREN ALS DEN GESETZLICH ZUGELASSENEN FÄLLEN

BEDARF DESHALB DER VORHERIGEN SCHRIFTLICHEN EINWILLIGUNG DES VERLAGES.

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# Game 1 – Crazy Food Pictionary

## Aim of the game

To practise communication.

## Language Focus

Icebreaker; Food and animal vocabulary.

## Material and Preparations

Copy and cut out the cards for distribution.  
Copy and keep (without cutting) one set of cards.  
Paper and pencils.

## Procedures

- \* First of all, let the students read the complete list or menu of 'dishes'. If necessary, check that all the words are known.
- \* To begin, choose a card yourself and demonstrate the object of the game yourself. Draw the items on your card but do not speak except to confirm a guess. The students have to guess the 'dish'.
- \* After your demonstration either divide the class into two teams or allow confident students to play 'solo'. The students take it in turn to pick a card and draw.
- \* Variation: Don't let the students read the list of 'dishes' beforehand and/or introduce a time limit.
- \* Variation: Use the cards for a 'crazy' version of taboo.
- \* Variation: If your students are sufficiently advanced, get them to create their own 'dishes' which another student has to draw for the others to guess.



**Snake's tongue soup**

**Rabbit's ear salad**

**Elephant's trunk sandwich**

**Chicken feet soup**

**Toenail lasagne**

**Sheep's tail icecream**

**Frog's legs in jelly**

**Crocodile steak with pasta**

**Spaghetti with snails**

**Spider pudding**

**Strawberry and peach pizza**

**Rice with dog's hair**



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