

## REVIEW 1

<b>OBJECTIVES</b>	
<i>Language</i>	<p>Pupils should be able to:</p> <ul style="list-style-type: none"> <li>• name places in a town/village (supermarket, school, cinema, restaurant, café, toy shop, clothes shop, pet shop, police station, park, hospital)</li> <li>• correctly use prepositions of place (behind, in front of , in, on, under, between, opposite, next to, near, far from)</li> <li>• ask and tell the time (all cases)</li> <li>• identify the following animals: hyena, lobster, beetle, praying mantis, wasp, whale, gorilla, boa, ladybird, rhinoceros/rhino, skunk, elephant, cow, horse, sheep, pig, hen, cat, dog, goat, goose, duck</li> <li>• name furniture and home items (window, TV, house, chair, desk, bed, table, garage, garden, veranda, fridge, sink, cupboard, bath, armchair, sofa, door, stairs, shelves, shower, rug, bedside table, washbasin, curtains, oven, swimming pool, lamp)</li> <li>• talk about what there is in a room</li> </ul>
<b>MATERIALS</b>	mini-whiteboards, small pieces of card/paper, PowerPoint presentation from <a href="http://www.schools.ac.cy">www.schools.ac.cy</a> , the cards for the ‘find your partner’ game from the previous Unit (Unit 4 photocopiable materials)
<b>TIME</b>	1 X 40 minutes
<b>PROCEDURE</b>	
	<ul style="list-style-type: none"> <li>• Pupils sing a song of their choice.</li> <li>• They then open their picture dictionaries and look at the categories: ‘animals’ ‘furniture’ and ‘prepositions’ carefully so as to prepare for a game. (If the pupils have not yet prepared these entries in their picture dictionaries, they can be told which pages in their Pupil’s book to look at so that they can review the above vocabulary. Alternatively, they can be directed to the Word Wall or the teacher can present the words through flashcards, PowerPoint slides or other means.)</li> <li>• Pupils play ‘hangman’, based on the words they studied (see this review Unit’s vocabulary objectives for the key words).</li> </ul>

The game can be played the traditional way or using an online version of the game found at [www.schools.ac.cy](http://www.schools.ac.cy)

- Pupils work individually or in pairs. They use strips of paper or their mini whiteboards. Using vocabulary from the targeted thematic groups they write a sentence on their mini-whiteboards (or strips of paper) which they shouldn't show to anyone else.

Each sentence should include at least:

- an animal
- a piece of furniture
- a preposition

The teacher can give a couple of examples, e.g.:

“The skunk is between the fridge and the oven.”

“The beetle is in front of the bedside table.” etc.

Volunteer pupils take turns to come to the board and draw their sentence. The rest of the class tries to guess the sentence from what is being drawn on the board, e.g.:

Pupil A draws a beetle in front of a bedside table.

Pupil B: The bee is in front of the table.

Pupil A: It's not a bee.

Pupil C: The beetle is in front of the table.

Pupil A: It's not a table (the pupil can add to the drawing)

Pupil D: The beetle is in front of the bedside table.

Pupil A: That's right.

After the pupils understand how to play the game, the class is divided into two groups. Each group takes turns to send pupils to the board to draw their sentence and the other group tries to find out what the sentence is. For each sentence correctly identified, the group which drew the picture gains a point.

- Pupils play a pelmanism game (activity 1, Pupil's Book) using the photocopiable cards for the clock game in Unit 4. The teacher places on the board two sets of cards showing the time. The first set is the time shown on clocks and the other set is the time in sentences. The cards are mixed up on the board they are placed face down.

Pupils are divided into two groups. Each group sends two pupils to come out and turn two cards. One pupil picks a card and asks 'What time is it?'. S/he turns the card around and the

other pupil says the time. This is repeated with the pupils changing roles, e.g.:

Pupil A (picking a card turning it around and showing to his/her partner): What time is it?

Pupil B: It's quarter past two.

Pupil B (picking a card turning it around and showing to his/her partner): What time is it?

Pupil A: It's ten to five.

In the example above the cards don't match so the pupils will put them back –face down- where they were initially placed. They will then sit down and another pair from the other team will come up and repeat the process. If they find matching cards they keep them and score a point.

- If there is time, the pupils can play the game again in pairs.

**Tip 1:** *You can use the photocopiable cards from the 'find your partner' game in the previous Unit and make enough copies for the pupils to play in pairs.*

**Tip 2:** *You can give a set of 12 small papers or cards to each pair and they can write various times on it so that they can play the game. Each pupil completes 3 sets (e.g. 6 cards). In order to save time the pupils can simply write the time numerically e.g. 12:15 / 1:20 / etc.*

- Pupils work in pairs and play a memory game using their mini-whiteboards. The teacher shows a picture of a living room (PowerPoint presentation at [www.schools.ac.cy](http://www.schools.ac.cy)) and asks pupils to look carefully at the picture for 30 seconds. After that the teacher takes away the picture and gives the pupils one minute to write as many 'There is / There are' sentences about what there is in the living room and where, e.g.:

There is a table in front of the sofa.

There is an armchair.

There is a sofa.

There is a vase on the table.

There is a rug under the table.

When the time is up the pupils count how many sentences they wrote. The pair with the most sentences reads them to the class and the rest of the pupils check if the sentences are correct.

In order to encourage the pupils to use prepositions and not

just simple 'there is/are' sentences, the teacher can give extra bonus to sentences with prepositions (e.g. double points)

If the pupils still don't use prepositions, the teacher can first check the sentences and then play a second round of the game where the pupils go back to the sentences and see if they can add prepositions.

If there is time, the game can be played again with another picture.

- Pupils work in pairs to carry out activity 2 in their Pupil's Book. Each pupil is asked to draw 3 things in the picture (Pupil A: a picture, a dog and a lamp - Pupil B: a vase, a T.V and a book).

Pupils then try to find out where their partner placed the items and when they find out they draw them in their picture, too.  
e.g.:

Pupil A: Where's the dog?

Pupil B: Is it under the table?

Pupil A: No, it isn't.

Pupil B: Is it on the sofa?

Pupil A: Yes, it is

(Pupil B draws the dog on the sofa)

When they finish their pictures, they check them to see how well they did. The ideal result would be to have two identical pictures.

The teacher monitors the pairs and at the end of the activity offers feedback as regards how well they worked (used English, spoke quietly, collaborated well) and the results of their task (whether they found all the items, etc.).

- Pupils work with activities 1 and 2 in their Activity books.
- Extension activities for pupils:
  - Pupils make a word puzzle or crossword puzzle with places found in a town/village (supermarket, school, cinema, restaurant, café, toy shop, clothes shop, pet shop, police station, park, hospital). They can use the puzzle in Unit 2

(activity 2, Activity Book) to get ideas as to how they can write clues for a crossword puzzle.

**Tip 1:** *The pupils can work in pairs or groups to make a word or crossword puzzle. They can do it manually or they can use online tools.*

**Tip 2:** *You can have different groups working on different vocabulary thematic groups (e.g. places in a town/village, animals, furniture and home items). The puzzles can then be collected and be photocopied to be shared with the rest of the class or can be collected to be turned into a booklet – along with other puzzles created over the year. The pupils can take the booklet home before the summer holidays. The puzzles can of course also be made available on the school website.*