

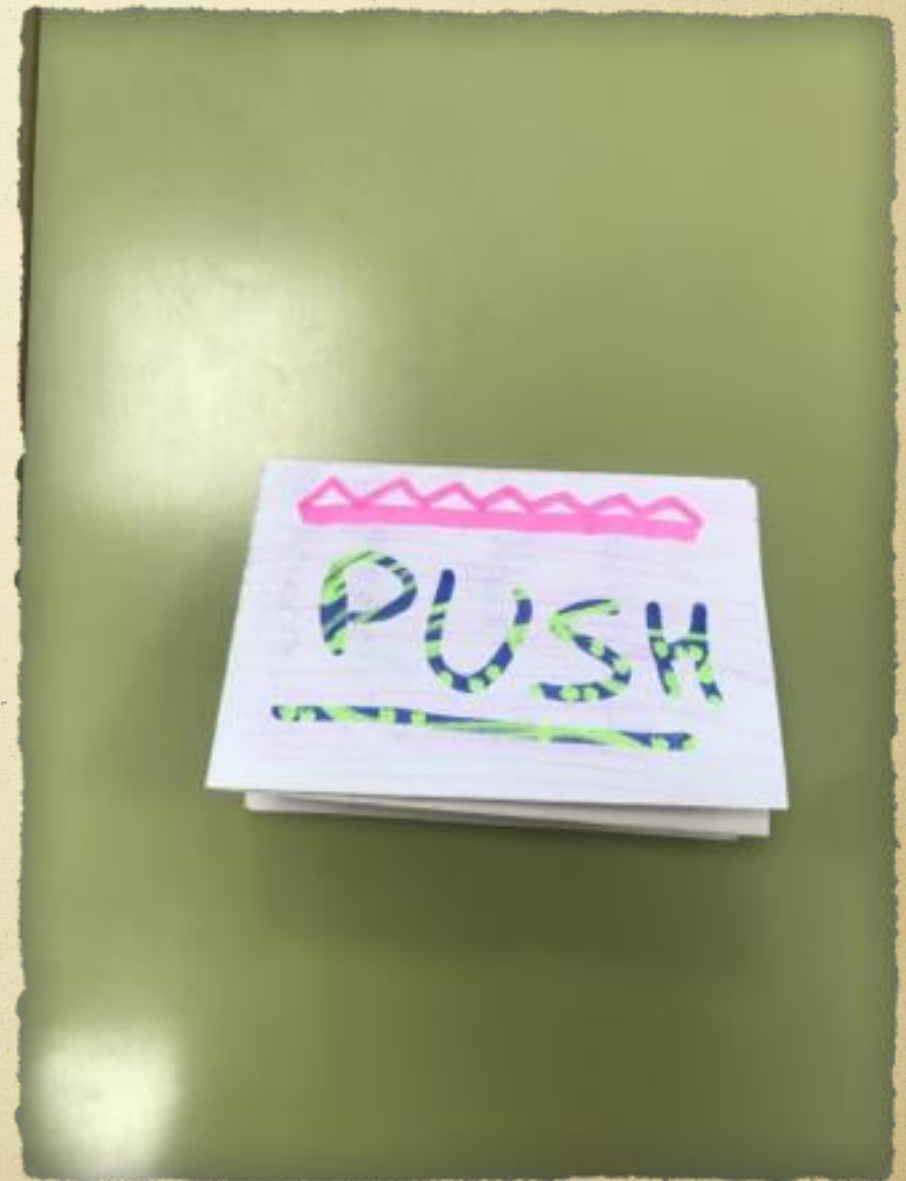
# PUSH

An activity to practice English with a game



# Learning Objectives

- ↳ To improve English by means of a game played by children in their mother tongue in playground time.
- ↳ To increase self-esteem as children use a game they know.
- ↳ To create a game collaboratively.
- ↳ To think about the possibilities games provide to improve students' English.





# STEP 1

- Children show their teacher the game they are playing. In the English class, they make a brainstorming activity to decide how to use the game during the classes: description of animals.



# STEP 2

- They agree the different parts of the game.
  - First page: domestic or wild animals.
  - Second page: numbers from one to four and four colours.
  - Third page: list of animals





1- Lion	3- cat	1- elephant	1- goat
2- tiger	2- dog	2- shark	2- pig
3- snake	3- rabbit	3- hippo	3- sheep
4- whale	4- horse	4- monkey	4- cow
<b>Wild</b>		<b>Domestic</b>	
1- crocodile	1- chicken	1- fox	1- Bee
2- eagle	2- Guinea Pig	2- Wolf	2- Camel
3- spider	3- donkey	3- sea horse	3- turkey
4- giraffe	4- duck	4- viper	4- Goldfish



## STEP 3

- In collaborative groups students make the list of domestic and wild animals, by looking up in their dictionaries and searching the Internet.







# STEP 4

- Playing the game. One student chooses one option in each page: domestic or wild, a number and a colour.
- The student with the “Push” looks at the options and describes the animal to his or her partner, who has to guess it.