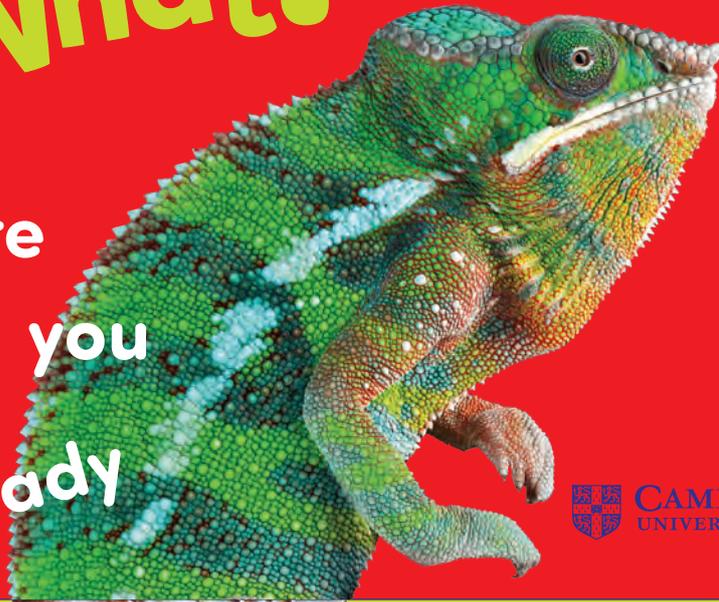


cambridge.org/guesswhat

Guess! What!

TEACHER RESOURCE PACK

Are
you
ready



 CAMBRIDGE
UNIVERSITY PRESS



to
explore?

Fold here



Tab (glue)

Tab (glue)



GAME

Stand in order

PERFECT GAME TO **CHECK UNDERSTANDING**

Use any set of flashcards. Distribute these to pupils in the class and then ask these pupils to come to the front. Say words from the flashcards, or make sentences about them (e.g. for wild animal flashcards, you could ask questions about the size of different animals: Are lions bigger than elephants? Are they smaller?). Pupils with the flashcards have to arrange themselves in the correct order (e.g. for wild animals, the biggest on the the far left, the next biggest to the right, then the next biggest, and so on, with the smallest animal on the right). The game can also be played without flashcards, with personal information such as house numbers or birthdays.



GAME

Sentence chain

PERFECT GAME TO BE USED AS A **WARM-UP** OR REVISION OF **VOCABULARY** FROM PREVIOUS LESSON

This is a chain activity. start with an initial sentence, e.g. for an 'enormous sandwich' topic: 'i'm making a sandwich and I need bread and chicken'. Ask pupils to continue, repeating your sentence and adding ingredient of their own: 'I'm making a sandwich and I need bread, chicken and cheese'. The game continues until someone forgets an ingredient or can't think of one to add. This can also be played as in teams.



GAME

Find a partner

PERFECT GAME TO **INVOLVE ALL PUPILS** AND PRACTISE **GRAMMAR STRUCTURES**

Pupils write down one or two activities or things they like, do or can do. Then they stand up and try to find someone who likes the same thing, e.g. pupils write down 'I like playing tennis', then they have to find other pupils who like playing tennis by going round the class and asking 'do you like playing tennis?'. Pupils record their findings and report back to the class: 'Anna likes playing tennis and so do I'.

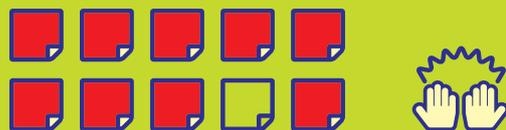


GAME

What's missing?

PERFECT GAME TO **REINFORCE VOCABULARY** AND PRACTISE **SONGS AND CHANTS**

Attach flashcards or word cards to the board. Allow pupils a few minutes to look and memorise them. The ask pupils to close their eyes while you remove one or two of the cards. Pupils then open their eyes and answer the question 'What's missing?' if you are using activity word cards or flashcards, pupils can mime the activity as saying it out loud. This activity can also be used to practise songs and chants. Attach the words from the song or chant to the board. Remove one or two words. Play the song chant. Pupils have to listen to the song or chant and look at the cards. Then they answer the question 'what is missing'.



ACTIVITY

Anagrams

PERFECT **VOCABULARY**
REINFORCEMENT ACTIVITY

Write anagrams of words you introduced during the lesson. Pupils work in pairs to solve the anagram. When they have solved them, they put their hands up to say a word and spell it out correctly. This can also be played as a team game. Pupils can write their own anagrams for the opposite team. The team who solves all the anagrams first wins.



ACTIVITY

Treasure Hunt

PERFECT **EXTENSION** ACTIVITY, E.G.
FOR **PRACTISING PREPOSITIONS**

Have a class treasure hunt. Hide small objects or flashcards around the classroom. Nominate individual pupils or small groups to find the different objects they do so either following simple instructions ('Find a red pencil.') or clues ('It's under a chair. It's red. It isn't a pencil.').



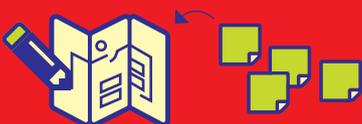
ACTIVITY

Make a plan of your school

PERFECT **EXTENSION** ACTIVITY THAT
CAN ALSO WORK AS A **MINI PROJECT**

Pupils make a plan of their school. They can design a poster or website plan. Pupils can work in groups, taking photos or drawing pictures of the different locations and labelling them. They can do this on paper or on the computer, with the best plan being added to the school website.

This activity can be extended by inviting parents to the school to be given a tour by their children, using English to describe each of the rooms.



ACTIVITY

Imagine

IDEAL ACTIVITY TO **ACTIVATE PUPILS'**
LANGUAGE AND IMAGINATION

Tell pupils to close their eyes. Describe things for them to imagine they are doing: 'You're drawing a picture. Now you're painting.' pupils have to guess where they are: 'We're in the art room.'



UNIT 7 WORD CARDS



coconuts

grapes

lemons

limes

mangoes

onions

pears

pineapples

tomatoes

watermelons

UNIT 8 WORD CARDS



burger

chips

sand

sea

shell

shorts

sun

sunglasses

swimsuit

towel