***Revising the vocabulary: Places in the city***

1. ***A race:***
* Place a poster on a board
* Divide students into two teams
* Make all the members of one team stay one behind another
* Give each team a picture of a boy or a girl
* Say the place
* One member of each team runs and puts a picture of a girl/a boy near this place
* A student who completes the task first gets a point for his/her team
* Play until all the students have had a chance to run to the poster
1. You may want to make this game more engaging by combining the race with the game *“****broken phone”:***
* Two students (one member of each team) come to the teacher
* The teacher tells them a place from the poster
* Students come back to their teams and whisper the word to the next student, the next student whispers the word to the student behind him/her…
* The last student in a line takes a card and runs to the poster to stick the picture to the right place
* A student who completes the task first gets a point for his/her team
* Play until all the students have had a chance to run to the poster
1. ***What place is it?***
* Place a poster on a board
* Stick the pictures of a boy and a girl to the poster (you can use a magnet) near two different buildings
* Describe one of these buildings, but don’t tell the name
* Students have to understand what place you are talking about

It is up to you to use this activity as a race or to choose another variant. Students may just say or write the answer.

***Working with cards (topic: give directions)***

1. ***Pair work:***
* Divide students in pairs
* Give each student a card
* Tell students to read their cards and find the place on the poster individually
* Tell students to exchange cards with the partner
* Students solve their partner’s task and check each other

*Variation:*

* Divide student into pairs
* Give each pair a text card
* Tell students to work together, read the task and find out the place on the poster
* Tell students to exchange cards with another pair and check their answer

*It is possible to play this game with both sets of cards.*

1. ***Ready! Steady! Go!***
* Prepare blank pieces of paper for each student
* Place in front of each student a card face down and a piece of paper
* Tell students to turn their cards when you say “Go”
* Students read their cards and write the answer on their paper
* As soon as they write the word they run and give their teacher a card
* The teacher places papers one under another in the order they were given to him/her
* The teacher checks the answers. The student who completed the task first gets 1 point if the answer is correct + he/she gets as many points more as many students are in the class. The student, who was the second, gets 1 point if the answer is correct + he/she gets as many points more as many students are in the class minus one. The student, who was the third, gets 1 point if the answer is correct + he/she gets as many points more as many students are in the class minus two and so on. It makes it easier to count score you may want to write the numbers on the board. If you have 12 students in a class, write numbers from 12 to 1.
* Shuffle the cards and place different cards in front of the students. Repeat the game

You may play as many rounds as you want. Remember, there are 14 cards, but you can take and combine both sets for this game.

1. ***Group work***

This game is similar to the previous one, but students play in groups.

* Divide students into groups
* Tell them to choose one person who is going to be a teacher
* “The teacher” reads the task; other students try to find the right place on the poster
* The first person, who gives the correct answer, gets a point
* ”The teacher” reads another card. Continue the game until they run out of the card. It is great to place a poster in front of each group, but it is possible to use just one poster for several groups. Just make sure students can see it well.
* The student who gets the highest number of points at the end of the game becomes a winner.
1. ***I’m a teacher***

After students have played with the set of cards with the pictures they can give their own instructions.

* Make one student come to the front of the class and give him/her a picture of a boy/a girl.
* Tell this student to place the card on the poster near one of the buildings. The students place the picture on the poster (you may use a magnet) and give instructions similar to the instructions on the cards with the pictures.
* Other students follow the instructions and try to figure out the place on the poster.

Play this game until all students have a chance to come out to the board and give instructions.

1. **A story:**
* Divide student into groups. Tell them that they are going to write their own story and instructions. Give each group a text card as an example.
* The first student writes a sentence (start a story). The second student reads the first sentence and writes his/her own so that sentences together make sense
* Students have to pass their card one to another until they write a story and instructions
* They read the task they have created together, find the answer and check whether the card makes sense or not
* Then the groups change the cards and solve the task of another group.
1. ***Mingling:***
* Divide students into two groups
* Give each student of the first group a card (it is up to you which set to choose)
* Write the answer to these cards on pieces of paper and distribute them to the students of the second team
* Students of the first group read the task and find out the place
* Make students walk around the class and ask each other question about the place which they are looking for
* When students find their pair they stay together
* Then change the roles of the groups
1. ***Find where I am***
* Divide students into pairs
* Give each student two or three cards with the pictures
* Each student reads his/her cards, finds the places and choose one
* Students from the same pair exchange their cards. One student describes the destination place he/she has chosen to the partner (but doesn’t tell it directly)
* The partner reads the cards and finds which one is appropriate according to the destination place which has been described
1. ***I can give direction!***
* Tell students two places from the poster
* They look at the poster and try to write the instructions on how to get from the first place to the second one
* When all the students are ready, make them read their instructions. Other students check, whether it is correct or not. Instruction may vary as students may choose different ways to get to the place
1. ***Matching***
* Divide students into pairs
* Give each pair of students four cards (you may give less or more cards if you wish) and pieces of paper with the answers to these cards written on them ( if you give them 4 cards, you also should distribute them 4 pieces of paper with the answer to each card)
* When you say Go! Students work in pairs, read instructions on the cards and match them to the answers
* Students, who are the first to complete the task, win

You may choose any set of cards you want or even use both.