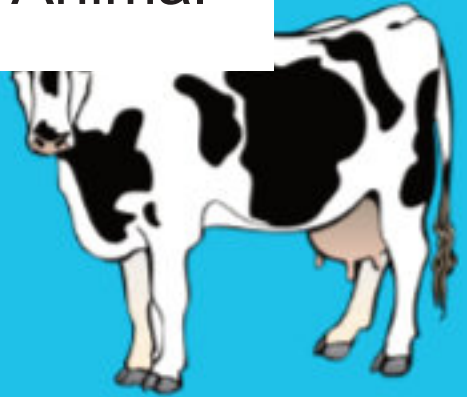
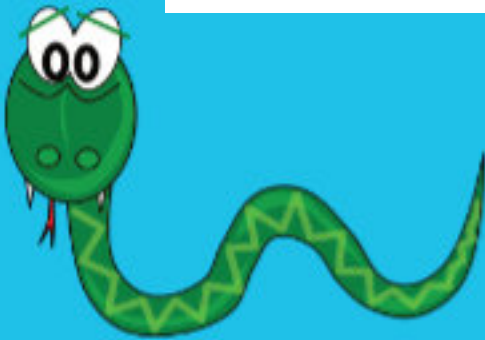


Teachers' Notes
Guess the Animal



INTRODUCTION

The guess the animal game is aimed at younger learners. It is intended to help students to learn the names of parts of animals in order that they will be able to describe them. It can be used either online or in a classroom.

How to Use the Game

Stage 1

In lesson show the learners Learn Animal Parts:1. Demonstrate the dialog cards activity and also the two associated practice activities. Set these as Homework. Tell learners they should try to complete the practice activities as quickly as possible.

Stage 2

Next lesson repeat stage one for Learn Animal parts:2.

Stage 3

In the following lesson show your learners the game demonstration book. Put them into small groups and let them decide which animals are being referred to.. You will need to monitor this process closely.

Stage 4

Either in the same lesson, or in the following lesson Tell the learners they are going to play a game in pairs. Show them the game board and ask them to name the animals. Feed in any they don't know or don't remember.. Tell them they must each choose 5 of the animals and without naming it or pointing it out get their partner to guess which animal they are Describing. Tell them they need to describe each animal using the animal parts language they have earned. This can be done online in breakout rooms.