

Unit 10

A perfect holiday

Draw it, mime it, or define it!

Student's sheet

| ride a bike | visit a museum | talk on the phone |
|---------------------|---------------------|-------------------|
| lie on the beach | climb a mountain | write an email |
| bake a cake | play golf | go ice skating |
| play squash | listen to the radio | read a book |
| paint a picture | play table tennis | tie |
| website | voice | water |
| surprise | salt | rose |
| recipe | plant | perfume |
| a box of chocolates | mobile phone | briefcase |
| unfriendly | voluntary | intelligent |
| slim | careful | slow |
| beautiful | rainy | sunny |



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Teacher's notes

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Preparation:

This activity is based on the well-known game "Taboo". German students may remember the TV show "Dingsda". The aim is to explain words without saying the word, while the others try to guess. The winner of the game is the person who guesses the most words.

If you like, take along a small prize for the winner. Make one copy of the sheet for every group of three to four students in your class. Cut the words up along the lines to get a set of thirty-six word cards.

In class:

Tell your class you are going to review the vocabulary of units one to ten with a word game. Ask them if they know "Taboo", or if they have ever watched "Dingsda" and to explain the basic idea to the others. If nobody knows the game, give them the information above. Give some examples, i.e. say *It's the opposite of white*. Act out a verb, i.e. "dance" or draw a word, i.e. "T-shirt".

Get students into groups of three or four and ask them to sit around a table. Put a set of word cards face down on each table. Distribute the cards evenly among the group. Tell them their cards are secret! They must not show them or talk about them. Students now think of definitions for their words, or how they can draw it or mime it. Give them time, but not too much. They are not expected to give perfect and complicated definitions. They should simply make themselves understood.

Students take turns in giving a definition or explanation, miming or drawing, while the others in the group guess. The student with the fastest correct answer gets the card with the word. The winner is the person with the most correct answers.

Teaching tip:

Point out the fact that this is a very authentic activity. As language learners they will never have all the necessary words in their repertoires, so it is a vital compensation strategy to explain, show, draw and define. Emphasize that even in our native language we often have to explain or draw technical terms, so students will find the activity more relevant.

Extension activity:

You can do this with zero preparation time if you bring along blank cards and ask students to go through one or more particular unit(s) and write the words which they would like to remember on the blank cards.