

Teaching Notes

This game was designed for beginner students and is based on the first three units of I-Spy 1. However it can be used with any young learners.

The game can be used to practice:

Questions

How many?

What's this?

Commands

Go / Finish

Point to ... (the teacher)

Touch ... (a ruler)

Touch something ... (yellow)

Forward / Back

Vocabulary

Colours

Numbers

Classroom objects and other nouns

Included here are an A4 sized game board and a series of cards showing large versions of the various game squares.

Students can use the game boards to play in pairs or small groups. The large versions can be used to demonstrate what each square on the board means before the students play. For example, place the 'What's this?' flashcard on the board and move around the classroom asking 'What's this?'

The large versions can also be used to make a whole class version of the game. Print off several sets, and put them on the board. The class can then be split into two or more teams.

If possible, print the materials in colour and laminate them for durability.

How To Play

In addition to the game board, the players need a dice and playing counters. They can roll the dice to decide who plays first.

Each time a player moves, the person on their right will give them an instruction or ask a question, based on where they land. For example: 'touch the cat', 'point to the moon', 'what's this?', 'point to your friend', 'touch something white', 'how many windows?'

If the player can answer the question/follow the instruction, they can stay on the square they've moved to. If not, they move back to the square they came from. Play then passes to the next student.

An exact number is needed to finish.

Additional Suggestions

Insist on the students speaking English whilst playing - including when they count squares as they move along the board.

Make a rule that students must stay seated. They cannot instruct each other to 'touch the teacher's desk' etc, otherwise the classroom will soon be chaotic, with children wandering everywhere.

Make it clear to students that their questions and instructions can use the illustrations on the game board (touch the balloon) or things in the classroom (point to the clock).

If you have any suggestions of your own, send them to brian@grammarmancomic.com

I hope your students enjoy practising their English with this resource.

Brian Boyd

Finish! 	What's this? 	Touch something ... 	Forward 1 	Back 1 	Touch ... 
					Point to ... 
Back 2 	How many ... ? 1 2 3 4 5 6 7 8 9 10	What's this? 	Forward 2 	Point to ... 	What's this? 
Touch something ... 					
What's this? 	Forward 1 	Touch something ... 	How many ... ? 1 2 3 4 5 6 7 8 9 10	Back 3 	Touch ... 
					Point to ... 
	Point to ... 	Touch ... 	Forward 3 	What's this? 	How many ... ? 1 2 3 4 5 6 7 8 9 10

What's this?



touch ...



touch
something ...



point to ...



How many?

1 2 3 4 5

6 7 8 9 10

forward 2



back 2

