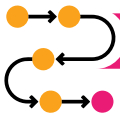


FLASHCARD GAMES



STEPS

The aim of this session is to present the play's key vocabulary using flashcards.

Begin by showing students the flashcards, saying each word, and getting them to repeat it.

Once they know the key words you can play some vocabulary games:

- Stick several flashcards on the board. Divide the class into two teams. Call out one of the flashcards. The first student who touches the correct flashcard wins a point for their team.
- Sit in a circle. Give one flashcard (or more) to the students. Have them pass the card(s) around the circle while listening to music. When the music stops, any student who is holding a flashcard should say the word.
- Stick three or four flashcards on the board and give students a minute to memorise the cards. Tell them to close their eyes, then remove one of the flashcards before they open their eyes. The first one to identify the missing card can choose the new set of flashcards.



MATERIALS

- ✓ Flashcards



DURATION

10 - 15 minutes



DIFFICULTY

Low



SKILLS

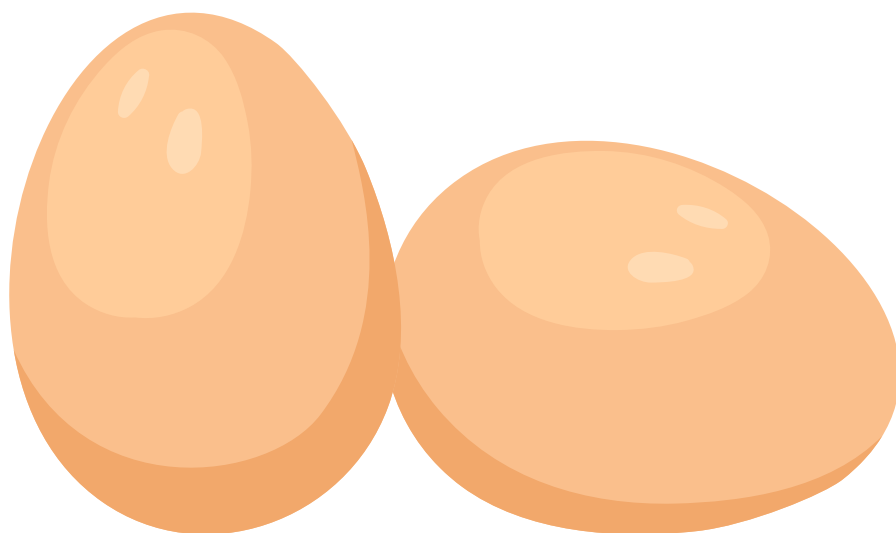
- Listening
- Communication



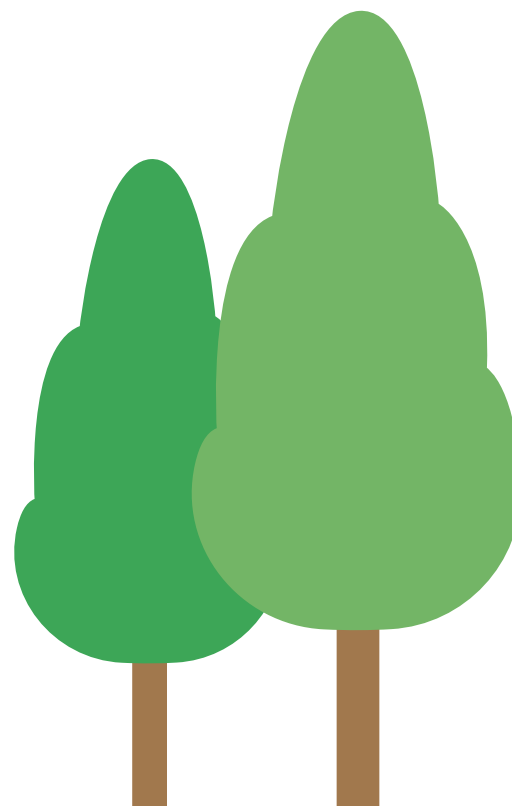
OBJECTIVES

- To introduce key vocabulary from the play: characters, settings, etc.

THE UGLY DUCKLING
FLASHCARDS

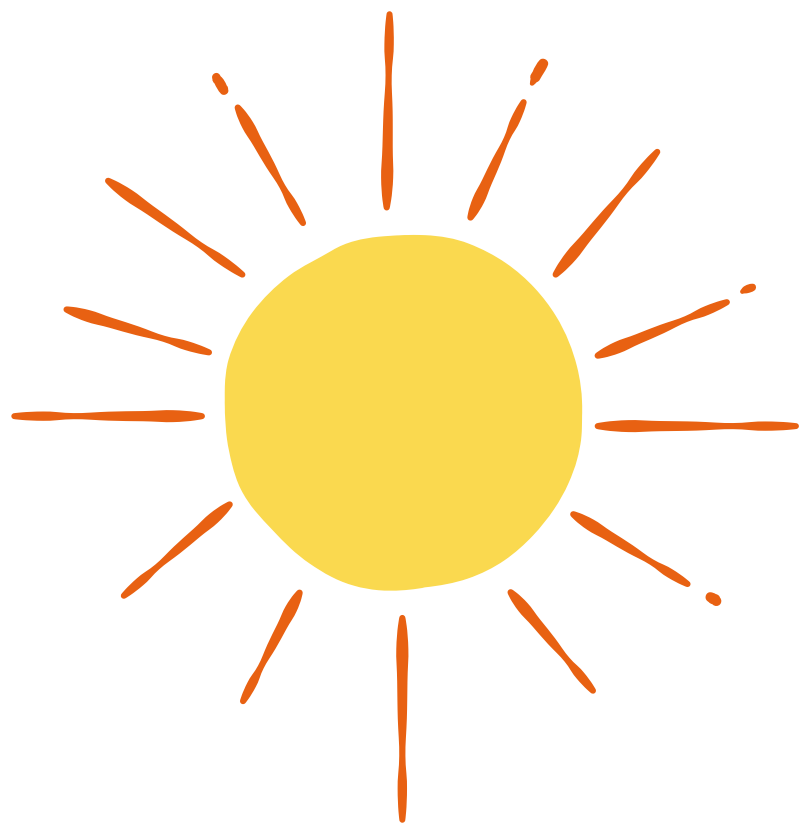


EGGS

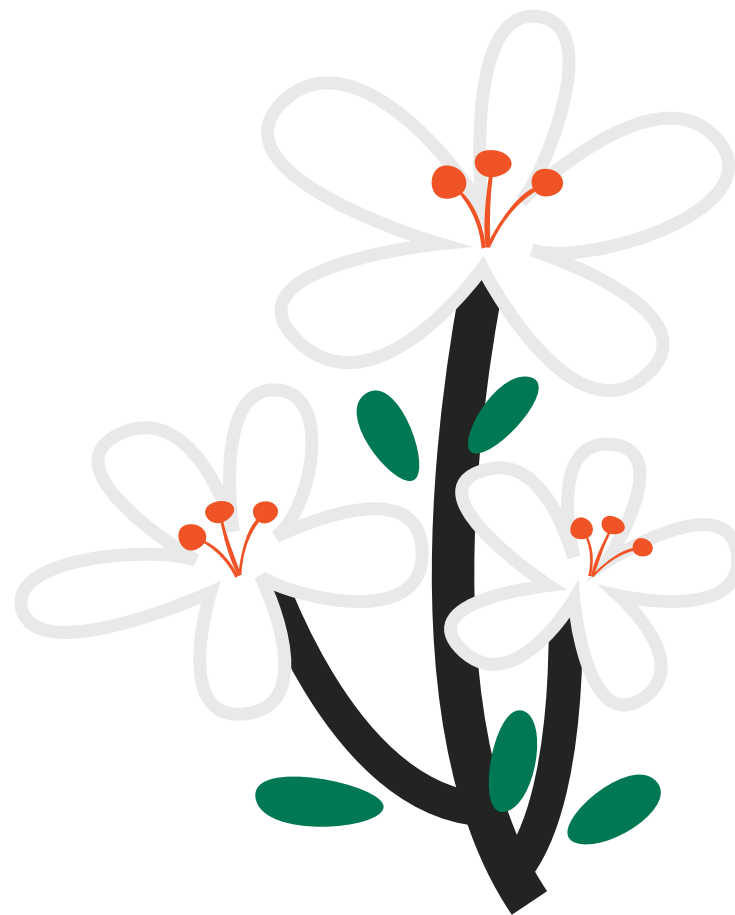


TREES

THE UGLY DUCKLING FLASHCARDS

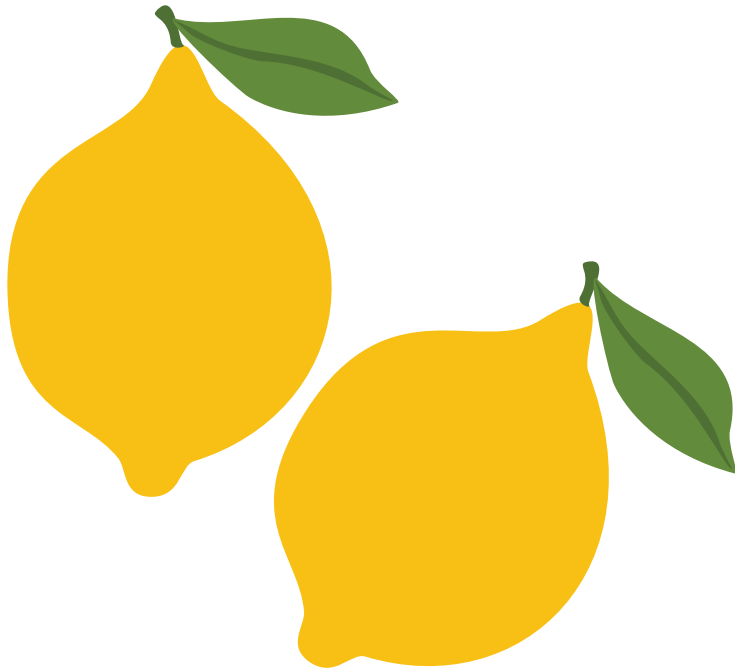


SUN

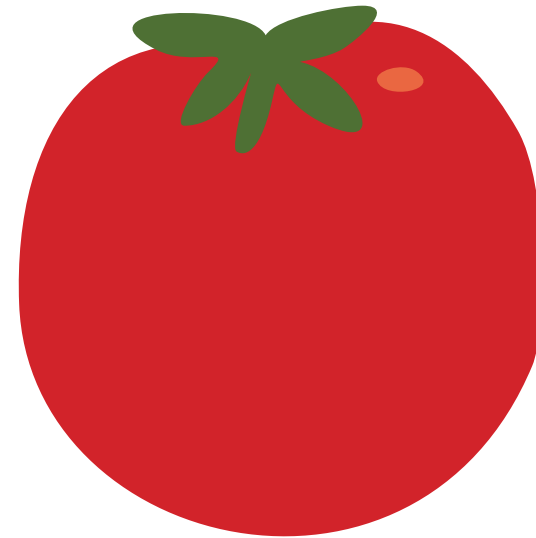


FLOWERS

THE UGLY DUCKLING
FLASHCARDS



LEMONS

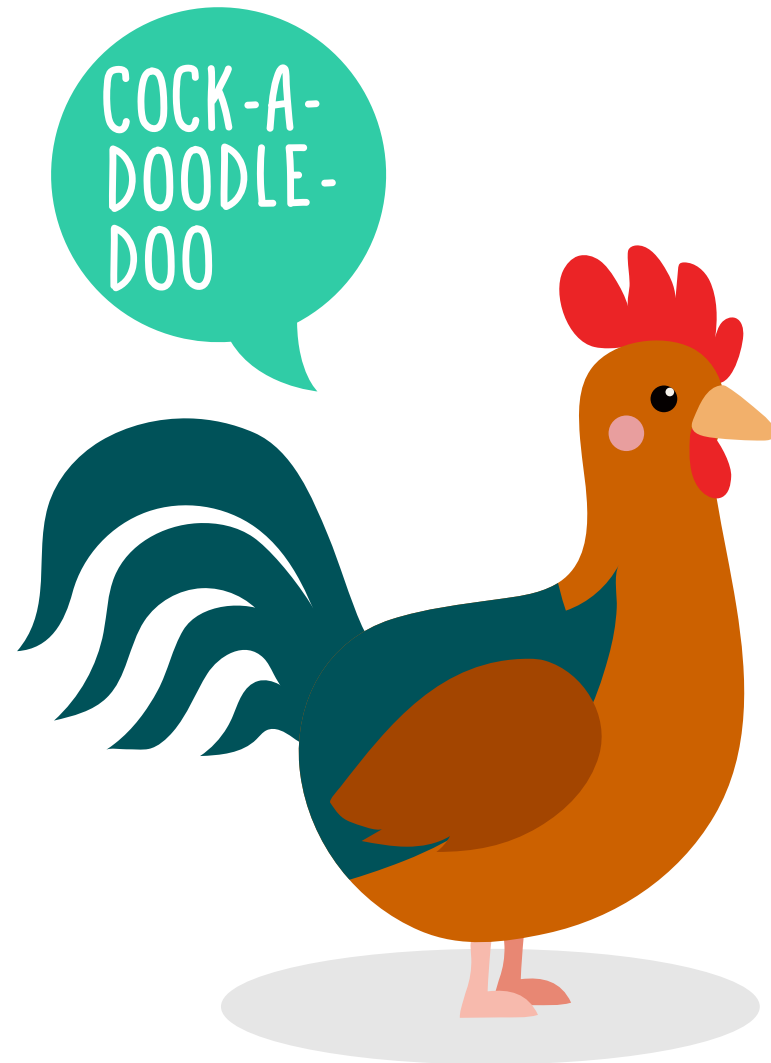


TOMATO

THE UGLY DUCKLING
FLASHCARDS



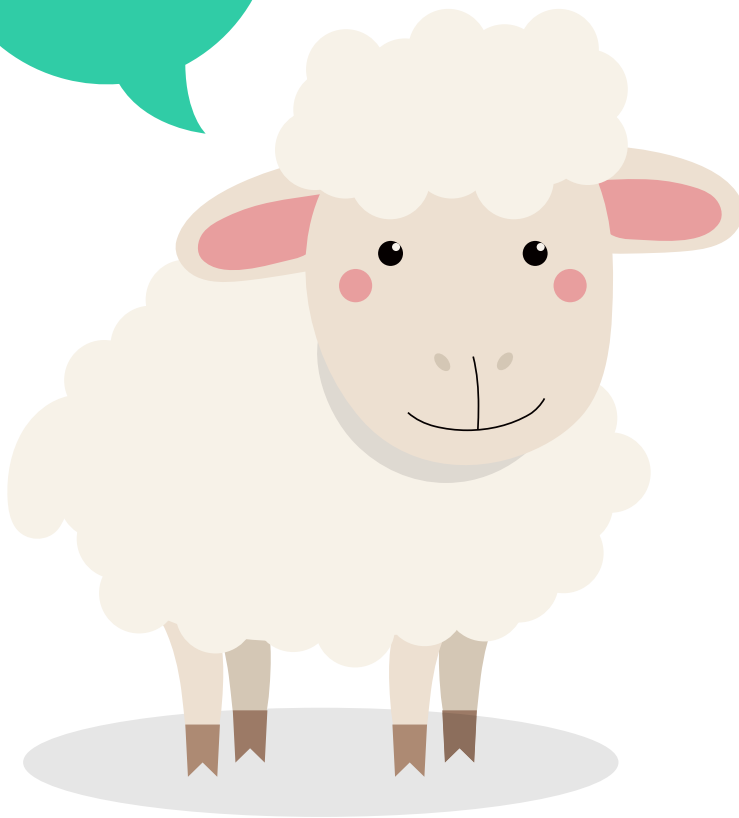
BEE



ROOSTER

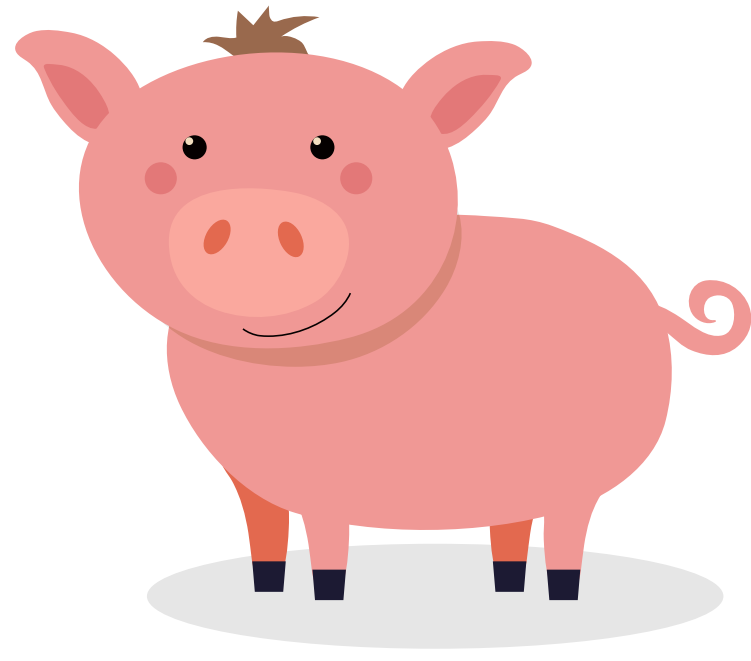
THE UGLY DUCKLING FLASHCARDS

BAA



SHEEP

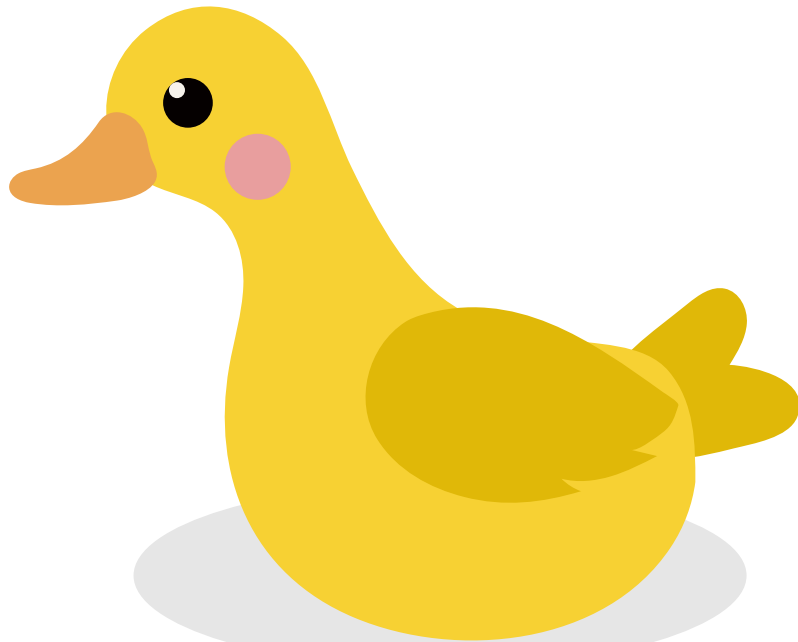
OINK



PIG

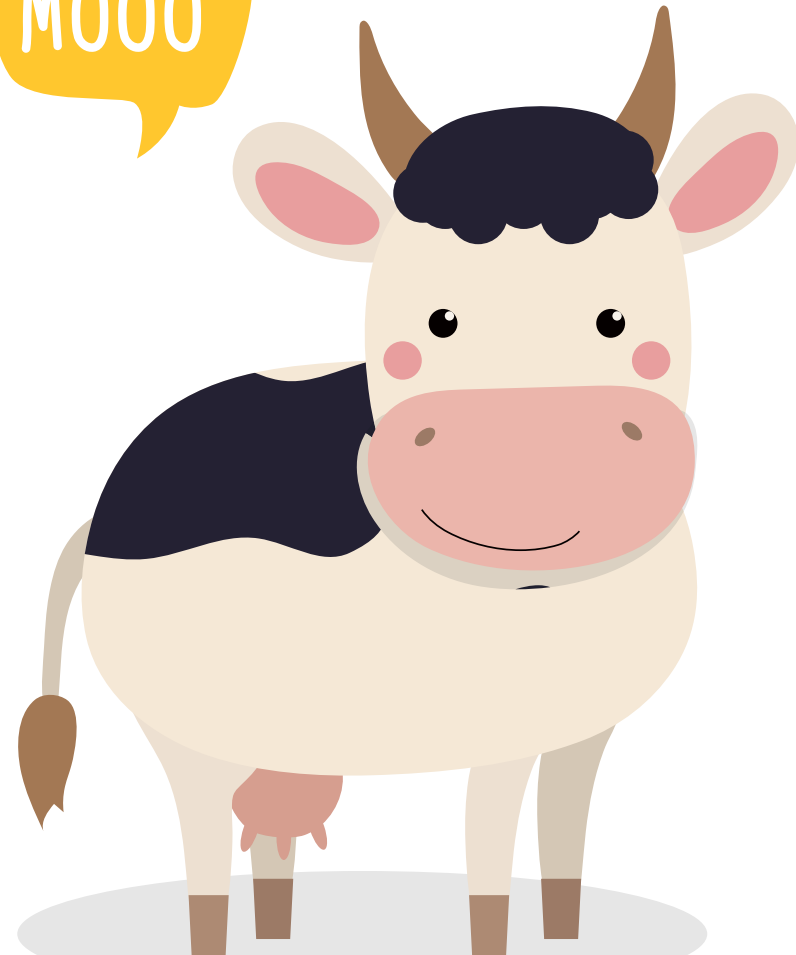
THE UGLY DUCKLING FLASHCARDS

QUACK



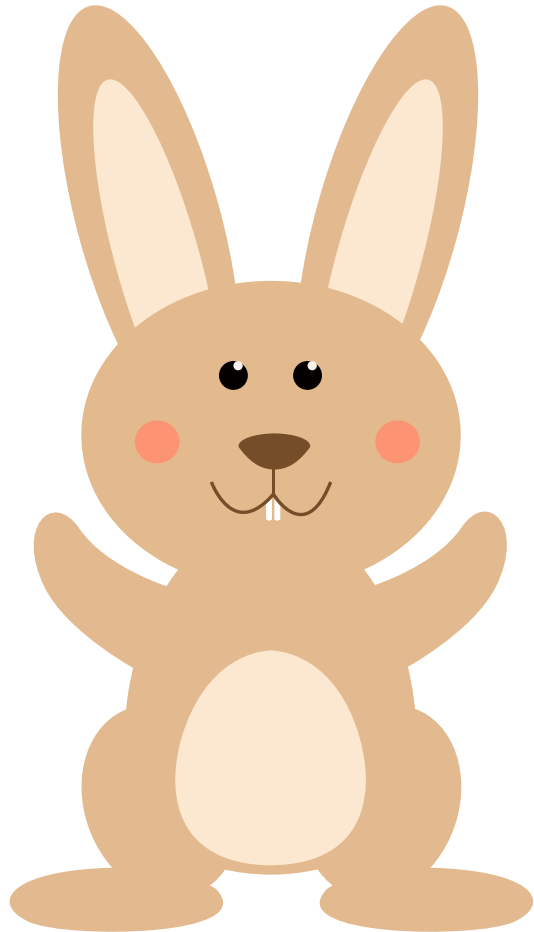
DUCK

MOOO

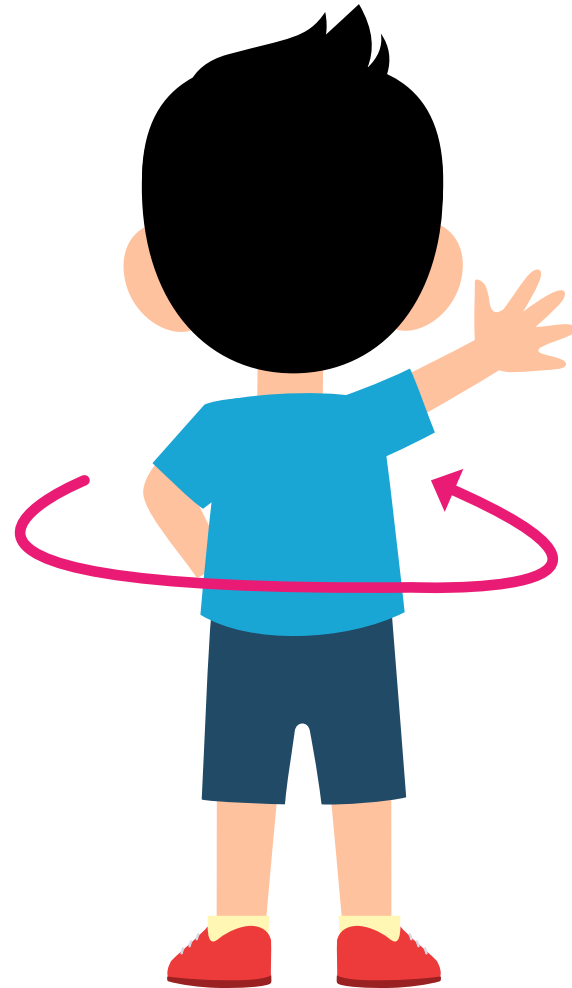


COW

THE UGLY DUCKLING
FLASHCARDS



RABBIT



TURN AROUND

THE UGLY DUCKLING FLASHCARDS



JUMP



SING

THE UGLY DUCKLING FLASHCARDS



CLAP

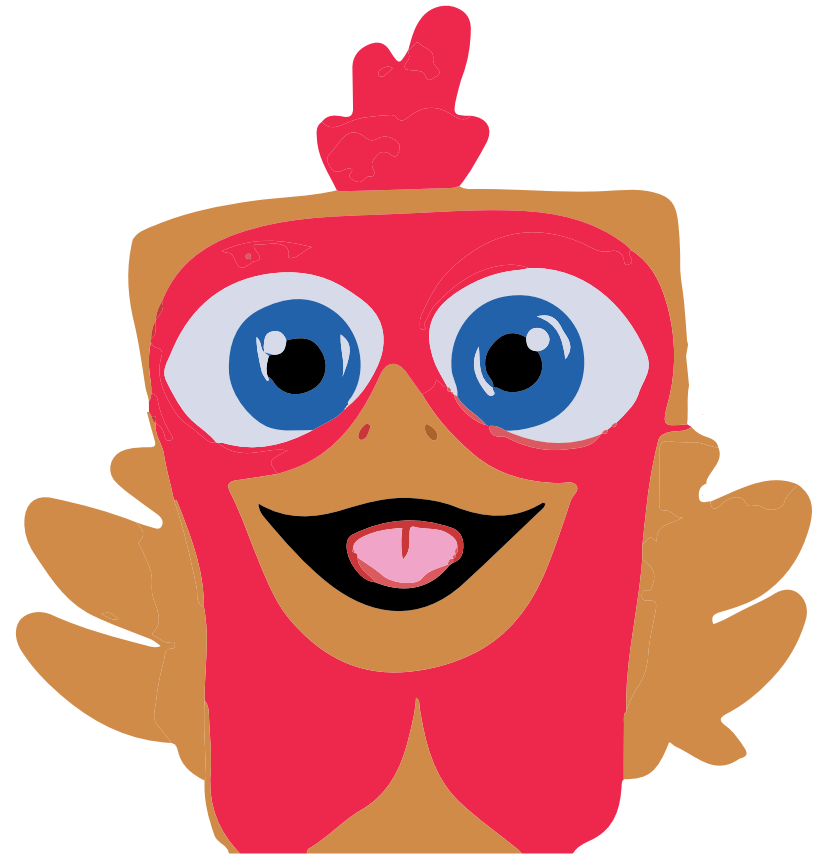


SWIM

THE UGLY DUCKLING
FLASHCARDS



THE MAGIC BOOK



SCHOOL BAG

THE UGLY DUCKLING FLASHCARDS



LAKE

THE UGLY DUCKLING FLASHCARDS



FARM

THE UGLY DUCKLING FLASHCARDS



WINTER