

CORNER 4

WHICH ONE IS REPEATED?

With this activity, students are encouraged to practise all the vocabulary presented so far.

GAME INSTRUCTIONS:

First, place one card face down for each player and put the other cards in a pile face up in the middle. This is the draw pile.

To play, all players turn their cards over simultaneously.

Each player looks for a pair of matching symbols on their own card and the top card of the draw pile. The first player to get a match names the symbol, takes the card from the draw pile and places it in front of them, on top of their own card. In doing so, a new card is revealed on top of the pile. The game continues until all the cards from the pile have been drawn.

For this game, you will need to print the cards twice.



DURATION

10 minutes



DIFFICULTY

Low to medium



SKILLS

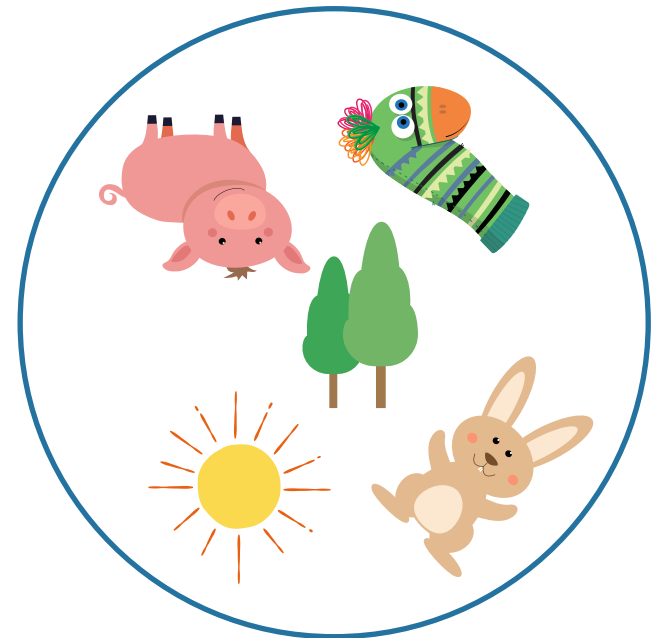
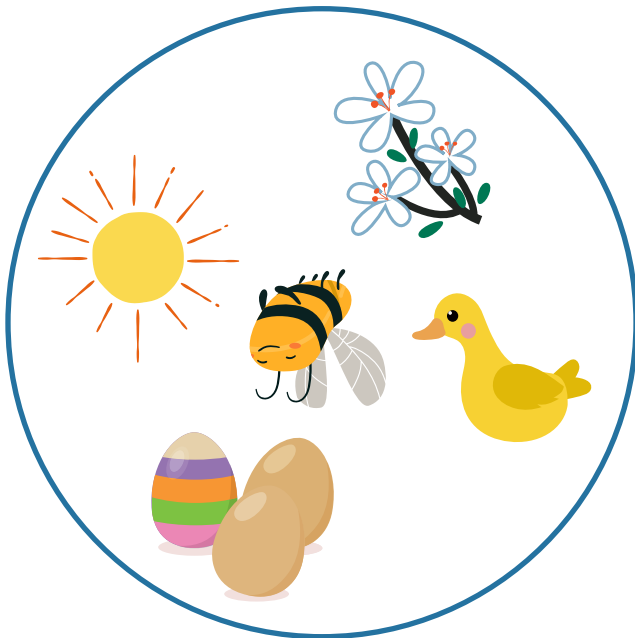
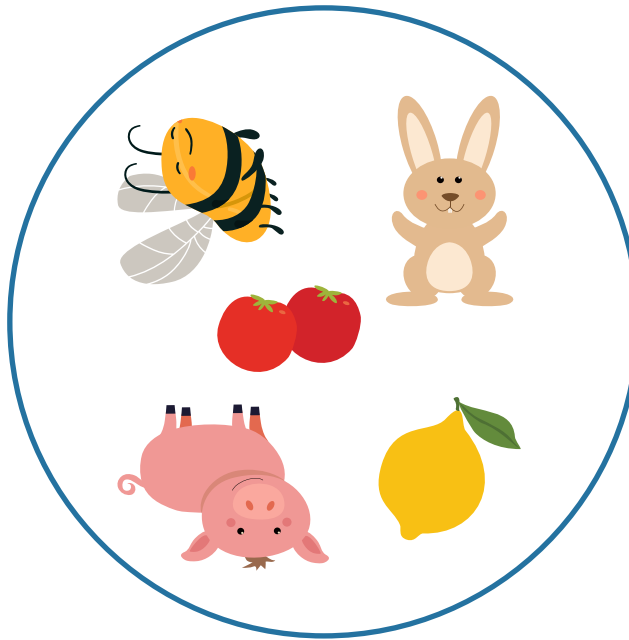
- Listening
- Communication



OBJECTIVES

- To practise pronunciation of the play's key elements

THE UGLY DUCKLING CORNERS SESSION 4



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