

THE BODY

This topic is best started at the beginning of the year as it is the most personal in nature and practises the most basic language and structures. It starts off with games and puzzles to introduce necessary vocabulary and progresses until pupils can describe

different bodies, clothes and characteristics. As with all the topics in this pack, the materials pupils produce can be bound together in a cover for a file (e.g. *My Body*). These booklets can then be displayed at the end of term and taken home to show parents.

Body Cards



Language Focus

- ★ vocabulary of body parts
- ★ alphabet
- ★ spelling

Materials

- ★ a copy of BO/01 and BO/02 for each pupil
- ★ thin card
- ★ glue and scissors
- ★ coloured pencils/crayons

Preparation

- 1 Revise or teach the alphabet using charts, flashcards or the alphabet song.
- 2 Give out copies of BO/01 and BO/02 to each pupil. Ask them to look at the pictures and get individual pupils to point out the letters.
- 3 Use BO/02 to pre-teach the names of the body parts.
- 4 Each pupil prepares his/her cards by glueing the letters on a thin card and then cutting out the cards. They wish they can colour in the picture cards.

Procedure

Pupils can now play various card games in pairs:

- 1 **Spelling:** Pupil 1 holds up a letter card and says the letter e.g. *f*. Pupil 2 holds up a picture card which starts with this letter

and spells the word, e.g. *finger* – 5 points for each correct matching and spelling. Pupil 2 now has a turn holding up a letter card. Finish the game after a certain time limit or after each pupil has held up approximately 8 cards. The winner is the pupil with the most points.

Matching: Lay one set of letter cards face up on the table. Lay one set of picture cards face down in a pile in the middle. Pupil 1 picks up a picture card and then takes the letter card from the table which is in the word, e.g. if the card picked up is *h*, then they can pick up either the *h*, *a* or *n* letter card. If they are correct, they keep the cards; if they make an incorrect match they return the cards to the piles. Pupil 2 now has a turn. If there are no letter cards left corresponding to their picture card, they return the picture card to the pile and the next player has a turn. The winner is the pupil with the most cards once all the letter cards have been chosen. You can vary the game by adding more sets of cards and asking pupils to pick up 2 letter cards for each picture card.

- 3 **Memory:** Each pair mixes their sets of picture cards and lays them face down on the table. Pupil 1 turns over 2 cards and says what they are, e.g. *a head and a leg*. If the cards are the same (e.g. 2 heads), he/she keeps them and has another turn. If not, the 2 cards are turned face down again and Pupil 2 has a turn. The winner is the player with the most cards at the end.

a

a

e

e



f

f

h

h

l

l

m

m

n

n

t

t

Body Cards

Where an idea requires two Photocopiable Pages to be used together, the Note face the first of the two Photocopiable Pages.



