

# Dogs Can't Fly



## Language

- *can/can't*
- verbs (*run, walk, swim, jump, fly, climb trees*)

## Materials

- one copy of page 67 per pair
- scissors, card and glue

## Warm up

Pre-teach/revise the verbs using mime. If there are many problems, introduce the vocabulary in one lesson and play the game in the next.

## Preparation

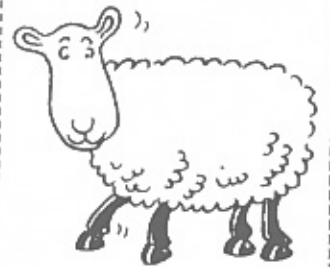
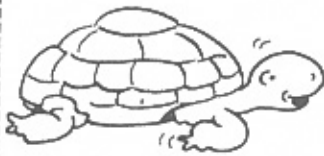
Pupils glue their photocopy onto card and then cut up the cards. They can colour in the animal pictures if they like.

## Procedure

- 1 In their pairs, pupils place the animals in one pile and the verbs in another face down. (Exclamation cards can be any verb, either one of the other verb cards, e.g. *run*, or another verb pupils already know, e.g. *hop*.)
- 2 P1 picks up a card from each pile and says a true sentence, e.g. *Cats can't fly*. If it is correct, he/she keeps the cards; if it is incorrect, the cards are returned to the bottom of the piles. P2 now has a turn.
- 3 The winner is the player with most cards once the piles have gone.

## Follow up

- 1 If pupils have a pet of their own ask them to take in a photo (or they can bring in a picture of any animal they like). Get each pupil to describe their animal to the rest of the class, e.g. *It's a parrot. It can fly. It can talk.*
- 2 If they can, get them to glue their pictures/photos onto a sheet of paper and then write a short description for inclusion in their Animal booklets or for classroom display.
- 3 Pupils can finish this theme by doing surveys on most common pets or favourite animals.



run



run



jump



swim



swim



climb



fly



walk

