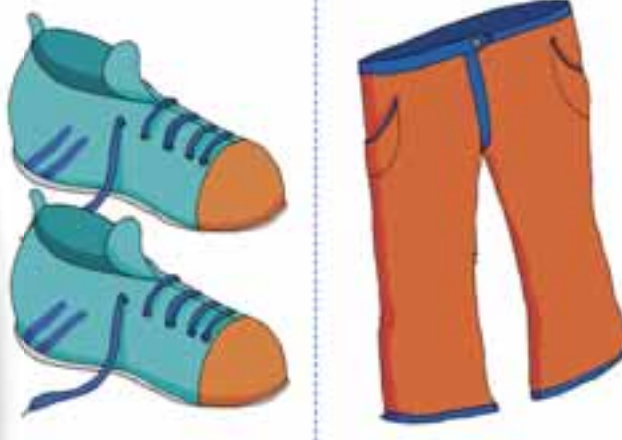




Inglese

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Se catturiamo l'attenzione degli alunni portando in classe un'insolita lavatrice, se li facciamo giocare con le nuove parole e rinforziamo la memorizzazione con una canzone e la gestualità, otteniamo l'apprendimento in modo naturale e spontaneo.

Put on your coat

The washing machine

Make a simple washing machine using a box. Look puzzled when you see the machine and say: *Oh, look a washing machine. What's inside the washing machine? Let's look.*

Open the door and take out some clothes, which can be real clothes, doll's clothes or flashcards. Name the clothes and ask the children to repeat. You can either hang the clothes on a washing line which you have put up or if you have used flashcards stick them on the board. Ask the children to repeat the names a few times. Ask your pupils to close their eyes and ei-

ther take a piece of clothing off the washing line or take a flashcard off the blackboard and ask: *What's missing?*

Play this game until you feel your pupils are confident about the new words.

Now ask about the colours of the clothes, for example: *What colour is the track suit? What colour are the socks* and so on. You can then personalize this new language by asking your pupils about their own clothes, for example: *What colour are your socks, Michele? What colour is your jumper, Sara?*

This is the way...

Tell your pupils that you are going to teach them a song with actions. You can use the tune of *Here we go round the Mulberry Bush*. The vocabulary you use for the song will depend on what you have taught your class.

*This is the way we put on our shoes,
Put on our shoes, put on our shoes.
This is the way we put on our shoes,
To go to school in the morning.
This is the way we take off our jeans
Take off our jeans, take off our jeans.
This is the way we take off our jeans.
To go to bed in the evening.*

Giochiamo

The clothes game

This game requires space. Divide the class into 2, 3 or 4 teams. Each team selects a *runner*. Say: *Bring me a red sock!* Any pupil who is wearing a red sock gives it to the runner from his team. The first runner to give the correct item to you wins a point for their team. If you don't want to use the children's clothes you can stick flashcards around the classroom.

Put on your coat

Teach *put on* and *take off* by miming and then ask the children to mime, for example: *Put on your shoes. Take off your coat* and so on. To make it livelier and to check quickly if the children know the new words play the game *Simon Says*. Remember the children can only *take off* or *put on* their clothing if *Simon* says to do so. Say: *Put on your socks. Simon says take off your jeans. Take off your shoes. Simon says: Put on your hat* and so on.

Assessment

Give each pupil a worksheet with the outlines of all the clothes they have learnt. They will also need their coloured pencils/felt pens. Explain that they are going to hear a story about clothes and they have to colour the clothes according to what they hear.

It's bedtime so Olivia takes off her red tracksuit, yellow socks and brown shoes. She puts on her pink slippers and green pyjamas. She's very tired and gets into bed.