

Performance-based (Classroom Activity)

English Year 1

Module 3: Pet Show

"Animal Charades"

Instructions:

1. Divide the class into small groups of 4-6 students.
2. Provide each group with a set of animal flashcards or slips of paper with animal names written on them.
3. Explain the rules of the game: One student from each group will act out the animal written on the flashcards without using any words or sounds, while the other group members try to guess the animal.
4. The student who is acting out the animal can only use gestures, facial expressions, and body movements to represent the animal.
5. The group members can take turns guessing the animal and the student acting can switch after a certain time or after the animal is guessed correctly.
6. Each group should keep track of the number of animals they have successfully guessed within the given time frame.
7. After several rounds, gather the groups together and announce the winning group which has the most number of correctly guessed animals.
8. As a wrap-up activity, have a class discussion to review the animals, their characteristics, and any interesting facts related to them.