

Performance-based (Classroom Activity)

English Year 2

Module 7: Get Dressed!

Activity: Dress-Up Relay Race

Instructions:

1. Divide the class into teams of 4-5 students each.
2. Set up a start line and a finish line in the classroom or outdoor area.
3. Place a pile of flashcards or pictures of clothing items near the start line for each team.
4. Explain the rules of the game: Each team member will take turns racing from the start line to the pile of flashcards, selecting a flashcard representing a clothing item, and then putting on the corresponding item of clothing.
5. Once they have dressed in the item, they must run back to the start line and tag the next teammate to continue the relay.
6. The next teammate will repeat the process until all team members have completed the relay.
7. The team that finishes the relay first or completes the most laps within a given time wins the game.
8. To add excitement, you can introduce additional challenges, such as blindfolding a team member and relying on teammates' instructions to choose the correct clothing item.
9. After the race, gather the students together and review the clothing items they used during the relay. Encourage discussion about the different types of clothing and their purposes.