

CLIL Animal Zoo Game

A Cooperative Sports Activity

Instructions:

1. Spread out all the cards in the gym, you can hide them under benches etc. There are 21 cards for each group. The frames have different colours.
2. The children need 6 stations (offices) on one side of the gym.
3. You divide the children into groups so that you have 6 teams.
4. Each group needs three worksheets and coloured pencils.
5. The lesson is planned according to a German lesson of 45 minutes. It is better to have more time 1,5 hours would be great.

Lesson:

Time	Phase	Activity	Social form	Media
5'	Beginning	Pupils come together – circle Teacher explains the warming up game	class	
5'	Warming-up	Pupils run through the hall as soon as they hear an acoustic signal, they have to change their movements; crawl, tip toe, hop on one foot etc.	class	
7'	Explanation	The children meet - circle Teacher explains the game. They are at a European Zoo and all the animals escaped – now they need to catch as many as possible. The cards on the floor give hints, but some are blank and don't give any information. After having found a proper information card the group runs back to their office and finds the information on their worksheet and crosses out the information. They need 6 details per animal. They are not allowed to take the card with them. The must move	class	Cards Offices worksheets

		<p>around as a group. They are only allowed to turn one card at a time. If the group finds a blank card, they run to find the next card without returning their offices.</p> <p>The group does not know which animal it is looking for – they have to gather the information. Even if they are quite sure which animal it is they need to read all the 6 information cards.</p> <p>After having done that they draw a circle around the animal in the colour of the cards they had to turn around.</p> <p>Then they approach the zoo director in his office (teacher) and report what they have found. If the answer is correct they continue finding the next animal. The group that finds the most animals is the winner.</p>		
20´	Running phase	Pupils go back to their offices. Teacher gives a signal and the game starts.	groups	Pencils, worksheets
5´	Reflection	Pupils talk about their experiences and difficulties	class	Animal worksheet

The Pupils in my class played it during two sports lessons. They were quite amazed how much they could read and understand. They simply loved this game.