

How to use the assessment handouts as follow up activities

1. Use the first handout with animal pictures to play a **memory game**. You can colour the animals and make small cards.
2. Use the animal pictures for a **bingo game** –
 - a) colour in the animals (optional)
 - b) copy the worksheet (double the number of players)
 - c) then create cards from the pictures of the animals using one worksheet per player - paste it on a cardboard paper, laminate and cut along the lines
 - d) mix the cards and divide equally among the players.

The aim of this game is for the children to take turns and decide where to place the animals on the habitat big cards.

The teacher's role is to encourage communication in English either by asking to name the animal (*"There is a.....on my card, or "I have a.....), or, by helping students name the animal by saying : (name of the child) ".....you have a (name of the animal)..., where are you going to place it? Can you see the same animal on your board?.*

If the children are too small for this game – the teacher can work on one to one basis, especially with those students who need some language support..

This can also be played at home with parents.

3. Worksheet: **What do they eat?**
 - a) The pre- primary level students can work with the pictures - cut them and place the right picture in the right group to make a true sentence, with the help of the teacher that supports production (a fox eats or foxes eat...)
 - b) Children can play in pairs or group and suggest other animals that eat grass, or fish, and the more ideas they come up with the better it is. The goal of the game can be to create as many sentences as possible.

This encourages to co-operate, brainstorm and review what they have previously learnt about animals from around the world and their diet.

4. **Animal footprints.** Children have to identify animal footprints that were displayed in the animal cartoon