



## POST-TEACHING GUIDE

### *Under the Sea*

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This teachers' guide is intended to give you ideas for helping your students reinforce vocabulary, grammar, and functions after the CLIL-Based Workshop.

#### **Object Grab**

In an open space, scatter a variety of objects and/or flashcards after reviewing vocabulary (sea animals, vocabulary related to recycling) by asking students what each object is. When you say 'Go!' students run to collect as many objects as they can before you say 'Stop!' Then ask them what they have got. If they can use *have got* correctly and name the object, then they can keep the object. If not, they have to return it to the floor. Whoever has the most objects by the end wins the game.

#### **Pictionary**

Play Pictionary using key vocabulary from the workshop (sea animals, vocabulary related to recycling). Divide class into two-three teams and make a space on the board for each team. Then call up one student at a time from each team. Call out a word; students race to draw the word. Award points for fastest, best drawing, etc.

#### **Posters**

Give students slogans in English and review their meaning. Then have students in small groups design posters based on the slogan. Decorate the classroom with their posters. Slogans could include:

*Throw it in the bin!*  
*Reduce, reuse, recycle.*  
*Let's keep the sea clean.*  
*Don't pollute!*

#### **Recycling Relay**

Divide the class into two teams and stand the teams in two lines. Each team has a set of flashcards near them (examples of plastic, paper, metal, organic waste, glass) and, opposite them, a set of bins (plastic, paper, metal, organic waste, glass). Pairs of students race to put one flashcard at a time in the correct bin and call out the type of rubbish before running back and tagging the next players. The team with the most correct answers wins.

#### **Star of the Show**

Call up four students and give each student a number from 1-4. Number 1 always starts; the student in this position is the star of the show, and the objective is to take and maintain this position. Each student chooses (or is given) a different line/expression plus accompanying gesture that scaffolds the meaning. The first student starts by saying his/her line plus the line of another student, thereby sending 'it' to that student, who then carries on in the same fashion. If a student makes a mistake, he/she is eliminated and a student from the audience moves into the fourth position. Whoever lasts the longest in the first position is 'Star of the Show'. Use this activity to practice pronunciation, intonation, and projection. Useful expressions from the script include:

*I feel sick.*  
*Help us!*  
*What's the problem?*  
*I'm scared.*  
*My \_\_\_\_\_ hurts.*  
*Don't worry.*  
*Hurray!*  
*Let's go.*  
*Let's sing together.*

## Further Resources

- <http://cloud.acle.it/teacher-cloud/>
- ACLE Teachers' Community (Facebook)