GA 2 A Trip to Nature – Simulation

Vocabulary Item	Things to take: army knife, backpack, blanket, boots, bottled water, canned food, compass, first aid kit, hand-held fan, mobile phone, sandals, sleeping bag, snacks, sunblock, sunglasses, sunhat, tent, torch, wet wipe, windbreaker
Vocabulary Building Strategy	Using knowledge of lexical relations – lexical fields

Activity Description

This activity aims to help students retain the vocabulary in the same lexical field, i.e. things to take for a camping trip, through a ranking activity. Students imagine that they have just survived a plane crash in a desert and there are twenty items left in the plane. They have to decide on which five items they would keep for their survival in the desert and rank them in order of importance.

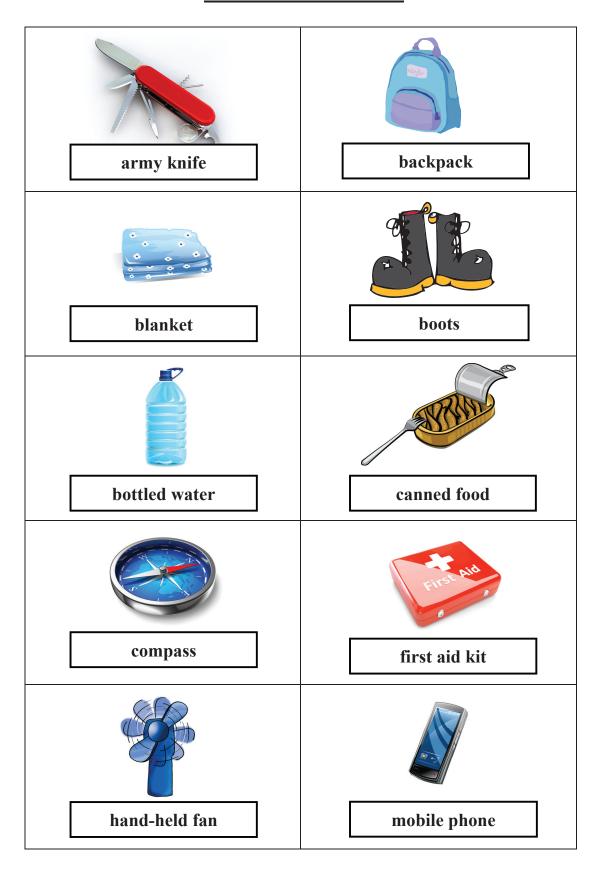
Materials for Each Group

A set of word cards for simulation

Procedures

- 1. Students play the game in groups of four and each group is given a set of twenty word cards.
- 2. Students imagine that they have just survived a plane crash and they are in a desert. The group of survivors managed to salvage twenty items as shown on the word cards.
- 3. Students have to decide on which five items they would keep for their survival in the desert. They discuss and rank the five items in order of importance.
- 4. After the discussion, each group reports on the five items they would take and their ranking. They have to provide reasons for their choice.
- 5. The whole class votes to determine which group gives the best reasons. The group that gets the most votes wins the game.

Word Cards - Simulation



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