

GA 10 Movement and Feelings – Coffee Pot

<p>Vocabulary Item</p>	<p><i>Action Verbs:</i></p> <p>Eye: blink, glance, stare, wink Mouth: scream, shout, stutter, whisper Hand: clap, point, punch, seize Leg: dash, hop, jump, stroll</p>
<p>Vocabulary Building Strategy</p>	<p>Using knowledge of lexical relations – lexical fields</p>

Activity Description

This activity aims to deepen students’ understanding of some action verbs. Students play the game in groups. One student draws a ‘verb’ card. Then, his/her group members ask him/her questions in order to find out what the mystery word is. Whenever a question is asked, the words ‘coffee pot’ are used to represent the mystery word.

Materials

A set of ‘verb’ cards

Procedures

1. Students are divided into four big groups. Each student takes turns to be the representative to take his/her group members’ questions.
2. The representative from one group draws a ‘verb’ card from the teacher. He/she should not let his/her group members see the word on the card.
3. The group members can ask the representative yes/no questions using ‘coffee pot’ to represent the mystery word. For example, they may ask ‘Do you coffee pot with your mouth?’, ‘Do you coffee pot loudly?’, etc. The representative can answer only ‘yes’ or ‘no’.
4. Each group is given three minutes to play the game. The group who gets the most correct guesses within the time limit wins the game.

'Verb' Cards



blink	glance
stare	wink
scream	shout
stutter	whisper
clap	point
punch	seize
hop	dash
jump	stroll