

Animal Snap

Purpose: Vocabulary acquisition.

Learning outcome: Respond appropriately to visual stimuli.
Recognise and understand simple words.

Skills: Listening, speaking, reading

Instructions:

- Colour Snap is demonstrated in the ILS Introduction Video.
- OBJECT: Win the most cards.
- Display all the twelve Zodiac cards on the table, ie one set per pair of students.
- RULES: Start the game as a class with a set of cards between the pairs.
- The teacher will call out the name of an animal, eg long / dragon.
- The first person in the pair to touch the correct card shouts 'snap'.
- This game can be played in groups with students taking turns to call the animals.

Further tips

1. This game can be played with numbers, colours, or any vocabulary practice.
2. Ensure you have sufficient cards available for the number of students playing.
3. Encourage students to match by 'word' rather than just by picture.
4. Instead of saying 'snap' the students say the name of the animal instead.

Variations on this activity:

- Challenge students to design their own games of Snap using vocabulary from any unit. Students can play in pairs and then add to a classroom Learning Centre for future use.

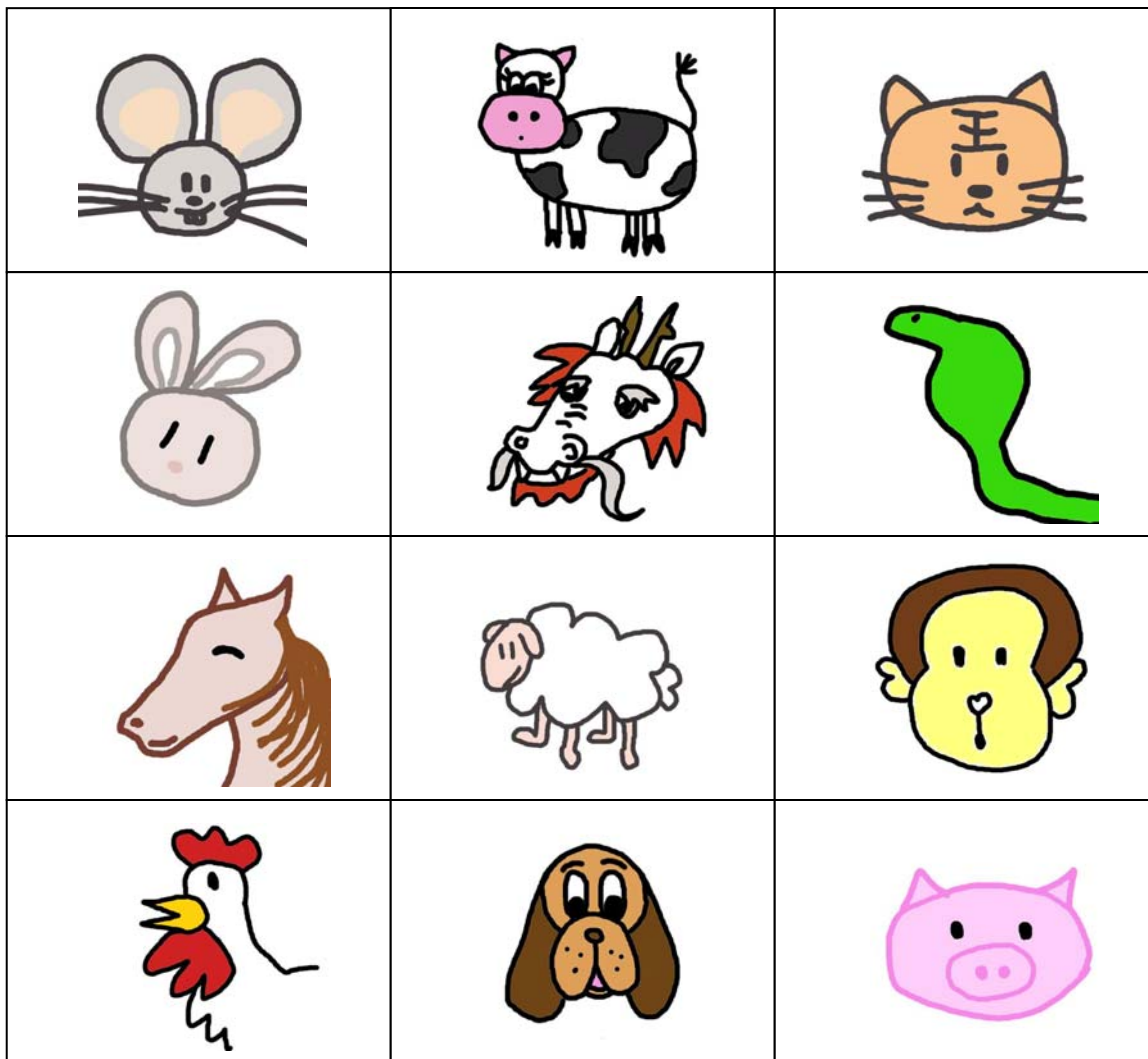
Suggestions for further learning:

- Have conversations in Chinese about what animals students like and what pets they have.

Language to use in this activity:

Wo Ying le! I've won!

Let's Play Snap!

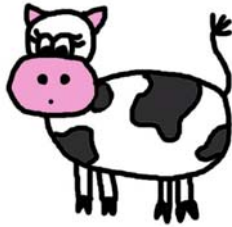


Teacher Vocabulary Template for Snap/Animals

shǔ



nú



hǔ



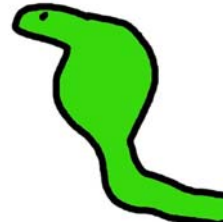
tù



lóng



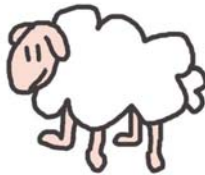
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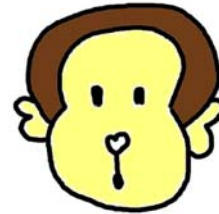
mǎ



yáng



hóu



jī



gǒu



zhū



Extension Vocabulary

Bird – niǎo

Kiwi – jī wěi niǎo

Cat – māo

Panda – Xióng māo

Bear – Xióng

Giraffe - Lù

Elephant – Dàxiang

Lion - shīzi

Dolphin – Hǎi tún

