

Clothes and Weather Board Game Teaching Notes



This game is for pupils new to English to teach vocabulary related to clothes and weather.

Items to be printed

1. 4 sheets of A4. These make up the base board.
2. 2 sheet of A4 weather cards.
3. 3 sheets of A4 clothes cards.
4. 1 sheet of A4 weather name cards.
5. 1 sheet with spinner and pointer.
6. 4 sheets of teaching notes.

4. Laminate the spinner sheet. Cut around the spinner and pointer. Attach the pointer to middle of spinner with a split pin. (NB: Allow the pin to be slightly loose to maximise the spin).
5. Laminate the teaching notes for reference.

How to make it up

1. Collect all the sheets of A4 for the playing board. Use the guidelines to trim the edges of each sheet. Laminate the trimmed pages separately. Next put the four laminated sheets together to make up the board (see image above). Use sellotape to attach the board together.
2. Laminate the weather and clothes cards. Cut up along the guidelines.
3. Laminate the name cards and cut along the guidelines.

Language

Clothes

boots	sandals
cap	scarf
cardigan	shirt
coat	shoes
dress	shorts
gloves	skirt
hat	sweatshirt
hijaab (headscarf)	T shirt
jeans	tights
jumper	tracksuit
long-sleeve t-shirt	trainers
patka	trousers
raincoat	turban
salwar kameez	umbrella

Weather

cloudy
cloudy and sunny
fog/foggy
frosty
icy
rain/raining
snow/snowing
stormy
sunny
windy

Spinner

cold
cool
hot
warm

Playing Board

beach
flood
picnic
snowman

Verbs

build
finish
go
pick up
slip
start

Game Language

Please can I have the dice?
Is it my turn?
Whose turn is it now?
Pick up cards.
Please can I have a card?
Where are you?
Spin the spinner.
Where is the arrow pointing?

Positional Language

Move forward
Move on
Move back

You will also need:

- A dice
- Counters.

How to play the game

Teacher/teaching assistant with 3 – 4 pupils. Please include pupils with a good command of English who can act as role models.

Suggestions for Pre- tutoring

- First show weather symbol cards and teach/revise weather. Ask about the weather today, and about the weather in their country of origin.
- Next show the clothes cards and teach/revise the names for clothes. Ask about the clothes they are wearing, and the clothes people wear in their country of origin.
- Ask children to teach you names for weather or clothes in their first language.
- Show pupils the base board and briefly talk about the images.

Playing the game

- Place the clothes cards face down in a pile in the middle of the board, and do the same with the weather cards.
- Pupils place their counters at *start*.

- Take it in turns to roll the dice and move the counter on to the appropriate number of squares.
- If a counter lands on a **picture square** with instructions, simply follow the instructions. (Build a snowman, Go back to the flood etc).
- If a counter lands on a **Go back** square, simply follow the instructions. These lead to **pick up cards** squares, and players need to pick up cards, as described below:
- If a counter lands on a **pick up cards** square, the pupil takes one card from the weather pile, and one card from the clothes pile.

Teacher/LSA

What's this/What are these?

Pupil

It's a coat/ They are trainers.

Teacher/LSA

What's the weather like?

Pupil

It's windy.

- There is now some flexibility in how to play the game

Stage 1 Game for younger pupils, or those very new to English.

The weather and clothes cards need to be compatible in the simplest way. For example, if the weather card shows the sun symbol, and the clothes card shows a jumper, then these would not be compatible. The pupil would then have to **move back 1 space**.

If the weather card shows a sun symbol, and the clothes card shows a short sleeved dress, then these would be compatible, and the pupil could **move on 1 space**.

Teacher/LSA

Can you wear a dress/jumper when it's hot?

Pupil

Yes, you can./ No, you can't.

The game is designed to generate discussion. Decisions about whether or not clothes are compatible can be agreed together with the adult and pupils playing the game. For example, the pupils might all agree that you can wear jeans when it's hot and sunny. A good teaching point can be around the *hijaab* (headscarf), *turban* and *patka*. Muslim girls and women may wear the *hijaab* at all times. Sikh boys or men may wear a *patak* or *turban* at all times. Baptised Sikh women may also wear a *turban*.

- Replace the cards at the bottom of the pile.

Stage 2 Game for older pupils, or those with more English experience.

This level game can be played in just the same way, except that there is greater flexibility around weather and temperature. For example, it could be sunny but cold, windy but warm. Therefore, when a counter lands on a **pick up cards** square, there is an

opportunity with most weather cards to spin the *spinner*.

For example if the weather card shows *cloudy*, the pupil can spin the spinner to see if it is *cloudy and hot*, *cloudy and warm*, *cloudy and cool*, or *cloudy and cold*. Decisions about whether or not clothes are compatible can be made in just the same way as the stage 1 game.

The concepts of hot, cold, cool, and warm will need explanation through pictures, real objects, current weather etc.

The cards that cannot be used with the spinner are the snow card and frost card.

Teacher/ LSA

*You've got a cloudy card.
Spin the spinner.
What temperature is it?*

Pupil:

It's warm. It's cloudy and warm.

Teacher/ LSA

*Can you wear a
T shirt/sweatshirt when it
is warm?*

Pupil:

Yes you can/No you can't.

The pupil will then move on 1 space, or back 1 space, depending on whether or not the clothes are compatible with the weather card. Again, there is lots of room for discussion.

- Sometimes pupils may need to pick up cards twice during a turn, or move backwards and

forwards, depending on the squares they land on. Pupils usually enjoy doing this!

- The winner is the first pupil to get to the finish square.

Follow up activities

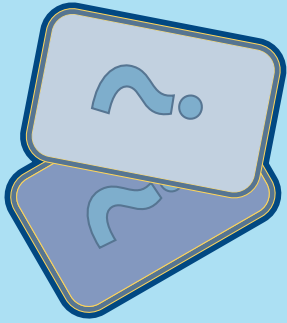
- Use the weather word cards and match up to the weather symbol cards.
- In KS1 & KS2 particularly, the weather cards can be used daily to record the weather for the day on the whiteboard. Newly arrived pupils can have responsibility for this.
- Search on websites to find local forecasts, and weather forecasts from each pupil's country of origin.

Funded by

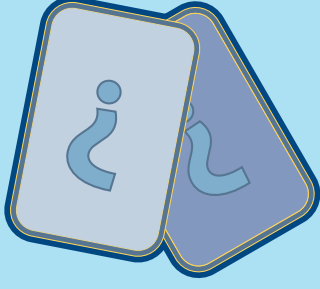


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Bristol EMAS: January 2006
Designed by Bristol City Council, Corporate Design:
Julian Abbott

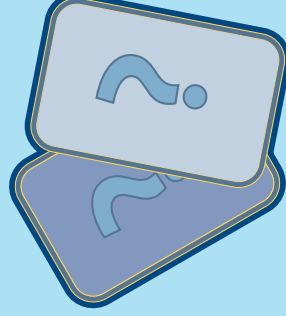
<http://emas.bristol-lea.org.uk>



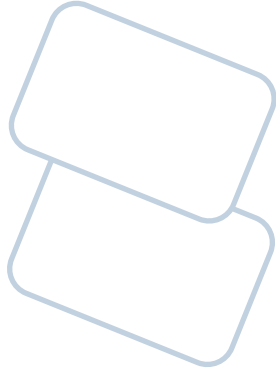
Pick up cards



Pick up cards



Pick up cards

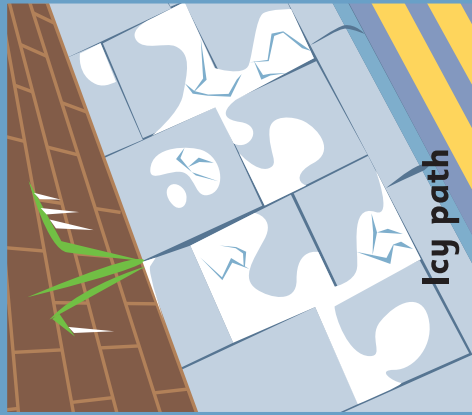


Weather cards

Go back
3 spaces.



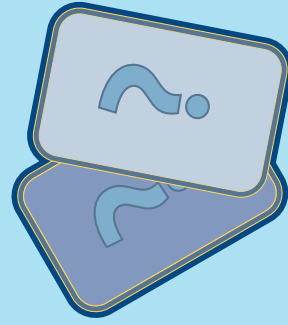
It is snowing.
Go and build a snowman.



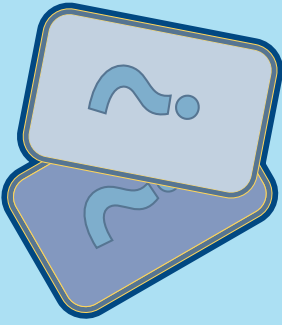
Icy path



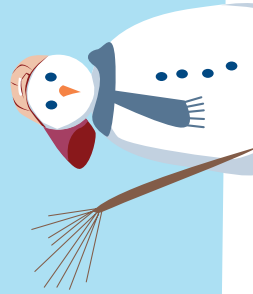
Slip on the ice.
Go back to the icy path.



Pick up cards

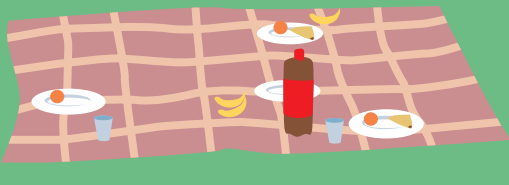


Pick up cards

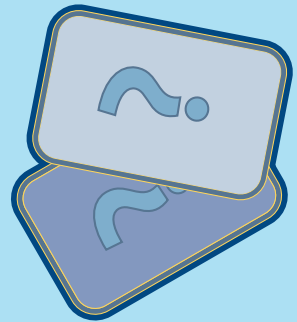


Snowman

It's sunny.
Go for a picnic.



Flood

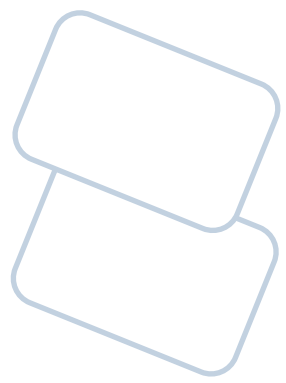


Pick up cards

Go back
3 spaces.



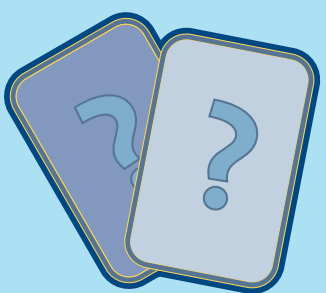
Clothes cards



Go back
3 spaces.



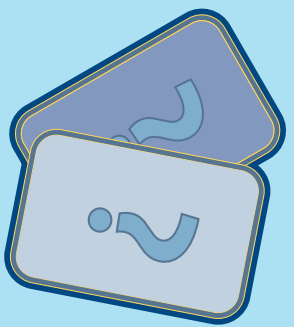
Pick up cards



Go back
2 spaces.



Pick up cards



It's raining
really heavily.
Go back to flood.



Picnic



Start

START

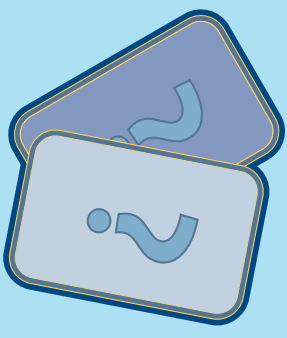
Finish

FINISH

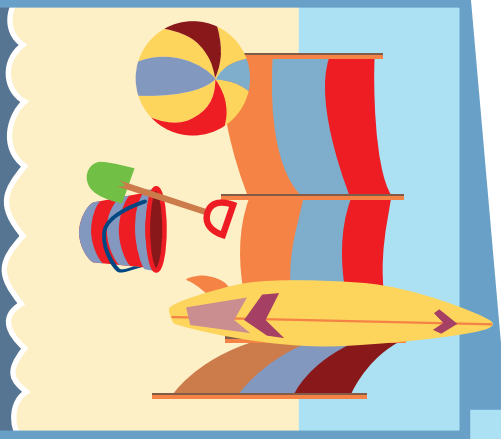
Go back.
3 spaces.



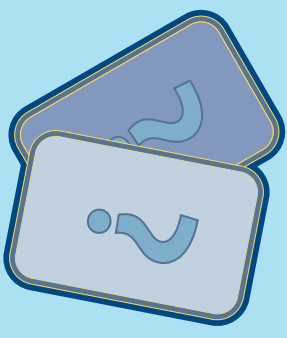
Pick up cards



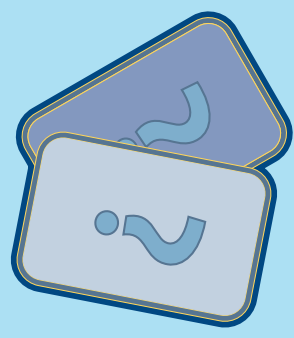
The beach.



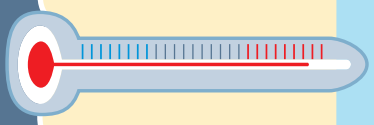
Pick up cards

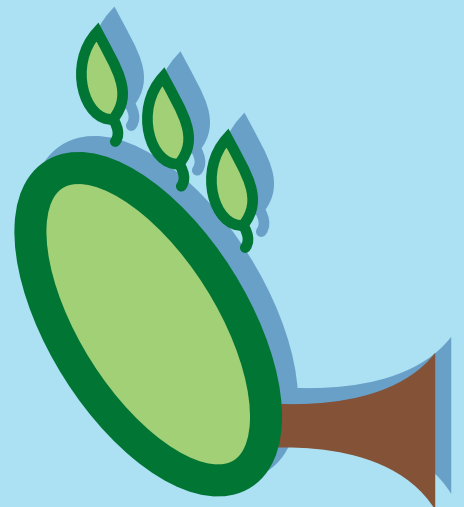
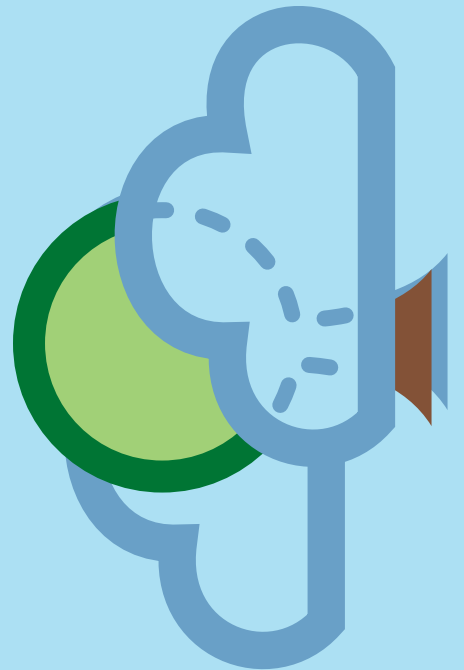
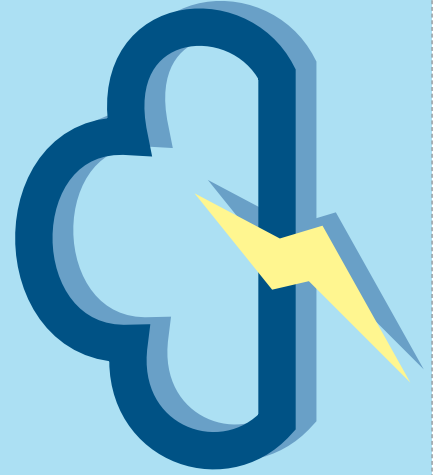


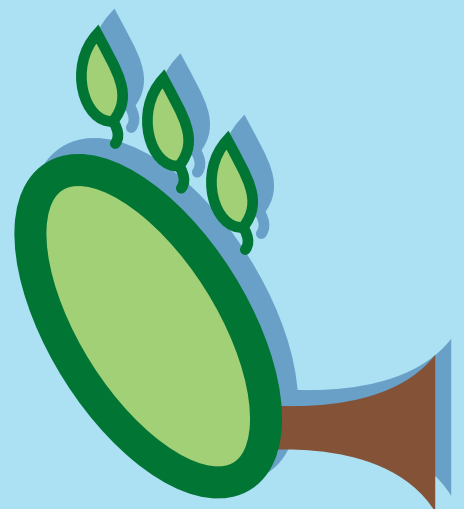
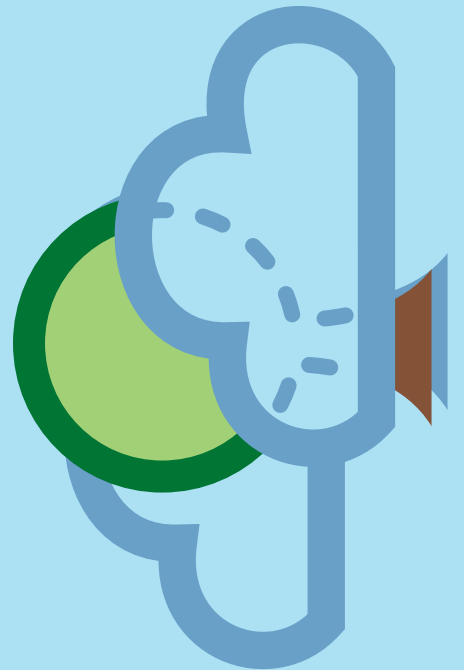
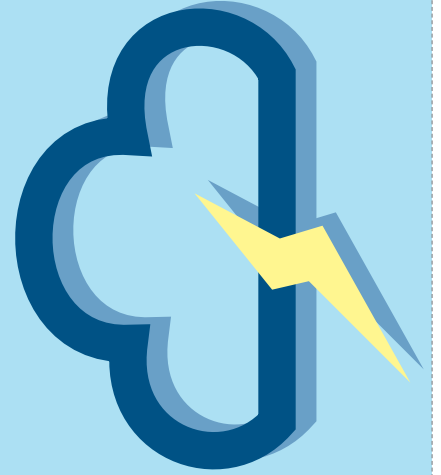
Pick up cards



It's hot.
Go to the beach.







cloudy	raining	hot
sunny	snow	cool
foggy	snowing	warm
frosty	stormy	and
icy	windy	It's
rain	cold



T-shirt



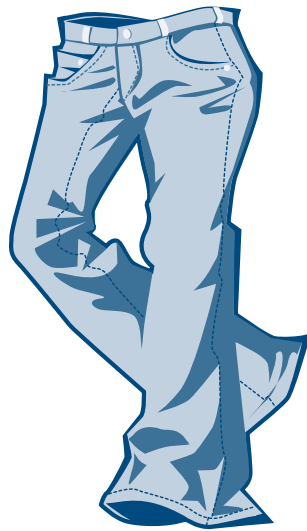
sweatshirt



trainers



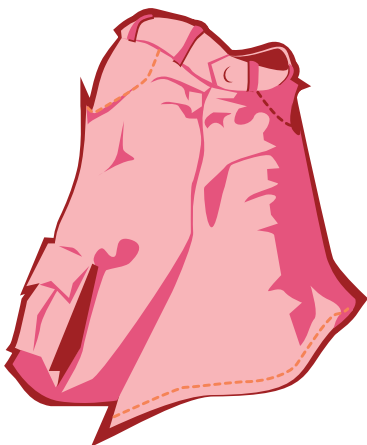
sandals



jeans



boots



skirt



shorts



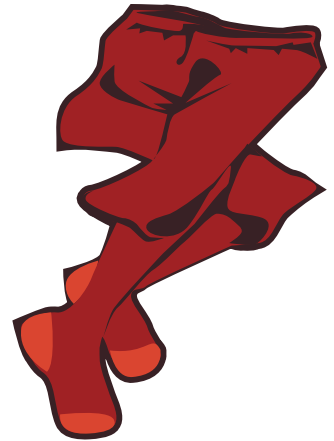
hat



coat



track suit



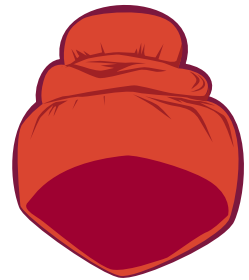
tights



rain coat



turban



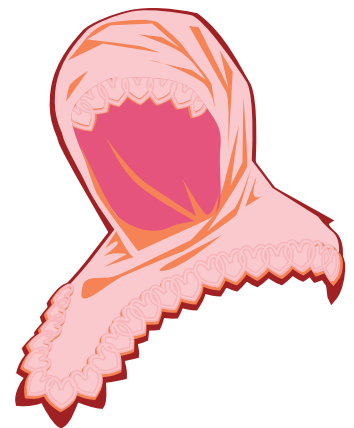
patka



jumper



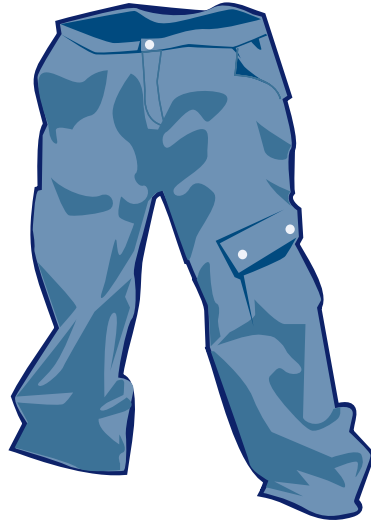
cardigan



hijaab



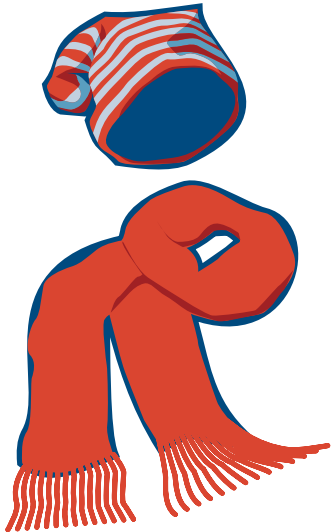
shirt



trousers



umbrella



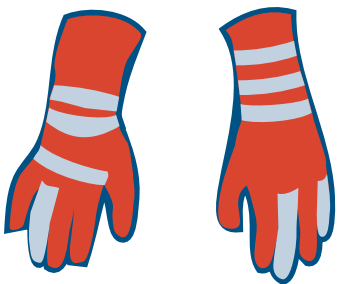
hat and scarf



shoes



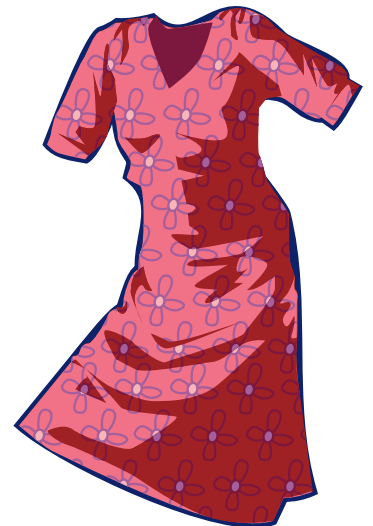
**salwar
kameez**



gloves



**long sleeve
t-shirt**



dress

