

Teacher's Notes

Christmas dominoes

Type of activity: dominoes game, card game

Focus: vocabulary connected to Christmas

Level: pre-intermediate and up

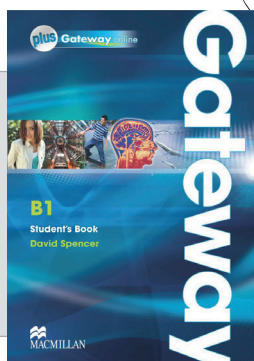
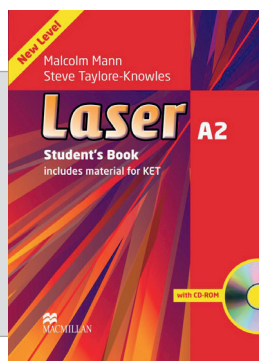
Time: 45 minutes

Preparation:

- one cut-up set of Christmas dominoes per group of four students
- dictionaries (optional)

Procedure:

1. Tell the students that they are going to play a game of dominoes and elicit the rules. Tell them that instead of matching numbers of dots, they will need to match answers and questions related to Christmas vocabulary (most of the words should be known to the students already).
2. Put the students into groups of four and distribute a set of dominoes to each group, face down. They should shuffle the cards and distribute them. Each person then has a moment to look at their cards (without showing them to the others). The students can check the meanings of any unfamiliar words in a dictionary or ask you for help.
3. When everyone in a group is ready, one of the players puts one of their cards on the table and reads out the question (right-hand side of the card). Whoever has the answer to the question puts their card on the table and reads out the answer. The group checks if the answer is correct and, if it is, the player reads out the question on the card that they added. If the answer is wrong, the player takes back their card and the others need to look for the correct answer among their cards. The game continues until all of the cards are on the table.
4. When all of the groups have finished, check the answers with the whole class. Elicit the meanings of the words that you suspect might have been new to some of the students.
5. Next, ask the groups to take their dominoes and tear the cards in half, so that the questions and answers are on separate smaller cards, grouped together. Ask the students to distribute the same number of question cards and the same number of answer cards to everyone in the group. The students look at their cards in secret and if they have any matching question - answer pairs, they remove them. Explain that the aim of the game will be to collect matching pairs by choosing someone in their group and asking them for a specific question or answer card. For example, if a student has the '25th December' card, they may say 'Robert, do you have the 'When is Christmas Day?' card?' If the student has the card, they must give it to the person who has asked for it, if they don't, the student doesn't get anything and another player has a turn. Point out that the questions don't have to be exactly the same as the ones on the cards but it should be obvious which card is being referred to. Monitor and help as the students play.
6. Collect all of the question cards from the students and ask each person to take four of the answer cards. Divide the groups of four into pairs. The students in each pair test each other on the words on their cards. Then change the pairings and ask the students to test someone else from their group. Change the pairings one last time so that everyone in the group is tested by everyone else.
7. Collect all of the answer cards from the students and test the whole group, asking them to answer your questions chorally.



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