

Conversation

Pull the strips and practice with your partner.



We can make new things by recycling.
How about old paper?



Old paper turns into new toilet paper.



Cut on the dotted lines and two strips.



Instructions for Teachers

- ★ Materials: scissors
- ★ Grouping: partners
- ★ How to play
 - ① Put students into pairs.
 - ② On the RECYCLE box, students should cut the four dotted lines to make slits. Then, students cut out the OLD and NEW strips. The strips are inserted into the slits with one picture from each strip exposed.
 - ③ S1 pulls the old strip and asks S2 a question.
 - ④ S2 should match OLD and NEW pictures correctly, then answer the question accordingly by using the NEW strip.
 - ⑤ Have students take turns and continue the activity until all the pictures have been chosen.

If the teacher can't check the students' answers, then have one student on each team act as the teacher using the answer sheet below.

Possible Answers

S1: We can make new things by recycling. How about old paper?

S2: Old paper turns into new paper toilet.

S1: We can make new things by recycling. How about old cans?

S2: Old cans change into new bikes.

S1: We can make new things by recycling. How about old plastic bottles?

S2: Old plastic bottles change into new phone cases.

S1: We can make new things by recycling. How about old milk cartons?

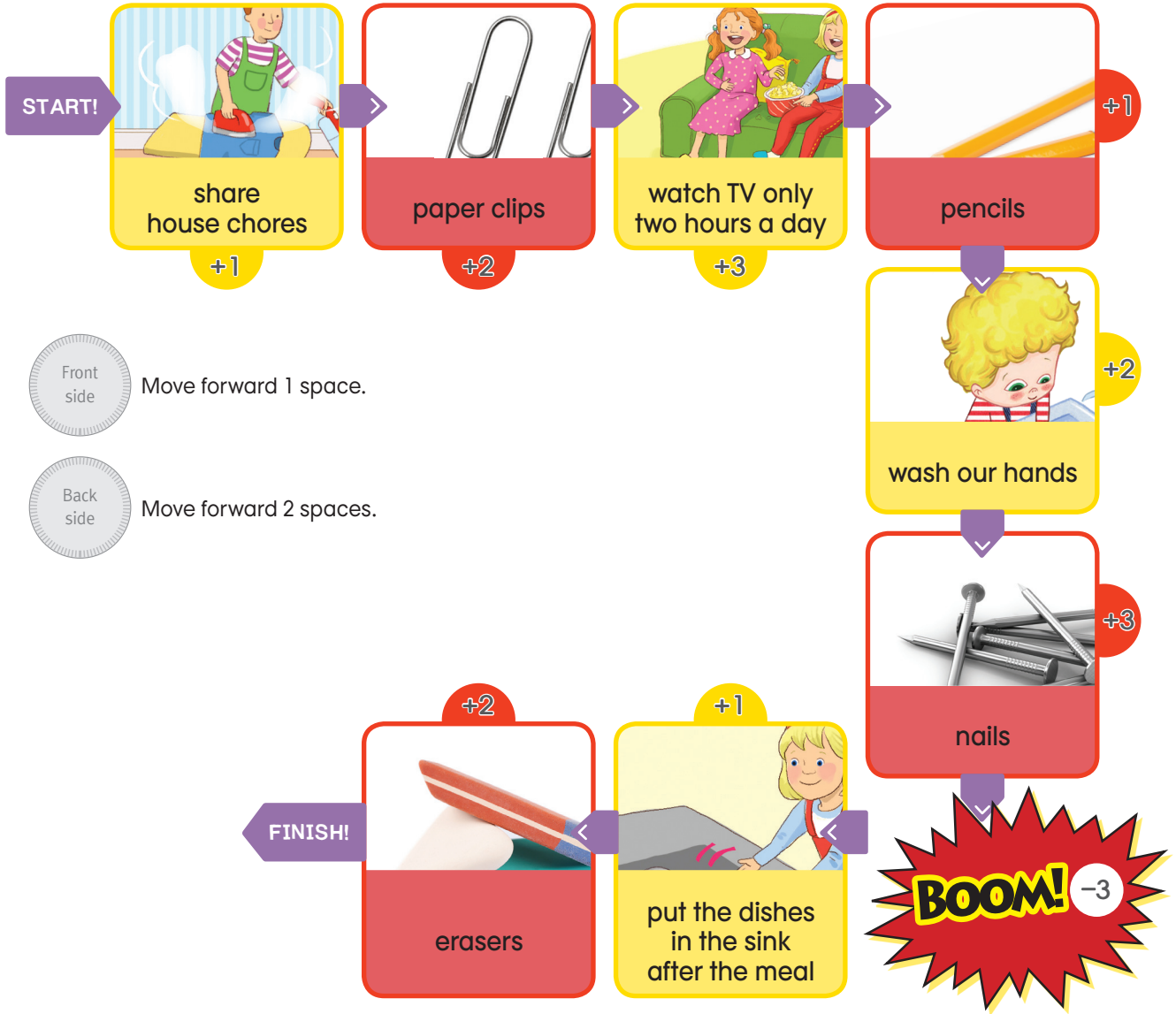
S2: Old milk cartons change into new boxes.

S1: We can make new things by recycling. How about old glass bottles?

S2: Old glass bottles change into new tiles.

Game

Flip a coin and practice with your partner.



What should you do?

We should share house chores.

Do magnets pull the nails?

Yes/No, the nails move/don't move toward the magnet.

Instructions for Teachers

- ★ **Materials:** a coin, two game pieces
- ★ **Grouping:** small groups
- ★ **How to play**
 - ① Put students into teams of two or four.
 - ② Have one student from each team play rock-paper-scissors to decide which team starts first.
 - ③ S1 flips the coin and moves the game piece to the corresponding space.
 - ④ One of S1's teammates asks S1 a question about the picture in that space using the same color box below.
 - ⑤ If S1 answers correctly, the team gets the allotted points for that space. If S1 answers incorrectly, they go back to where they were before their turn.
 - ⑥ Have each team take turns flipping the coin and asking questions.
 - ⑦ The team with the most points at the end wins.

If the teacher can't check the students' answers, then have one student on each team act as the teacher using the answer sheet below.

Possible Answers

S1: What should you do?

S2: We should watch TV only two hours a day.

S1: Do magnets pull the erasers?

S2: No, magnets don't pull the erasers.

S1: What should you do?

S2: We should wash our hands.

S1: Do magnets pull the paper clips?

S2: Yes, magnets pull the paper clips.

S1: What should you do?

S2: We should put the dishes in the sink after the meal.

S1: Do magnets pull the pencils?

S2: No, magnets don't pull the pencils.

Interview

Step 1

Interview your friends and check(✓) their answers.



What do you want to eat at camp?

I want to eat corn and potatoes.



Camping Food

Food					Others
Friend Name					

Step 2

Now talk about their camping food.



Jason wants to eat some grilled chicken at camp.

Instructions for Teachers

★ Materials: a pencil

★ Grouping: as a class

★ How to play

- ① Students interview each other and write their answers in the chart. If the food they want is not in the chart, then they write the food in the “Others” section.
- ② After the interview is complete and the chart is filled out, have each student talk about their friends’ food.

If the teacher can’t check the students’ answers, then have one student on each team act as the teacher using the answer sheet below.

Possible Answers

Step 1

S1: What do you want to eat at camp?

S2: I want to eat corn and potatoes.

Step 2

S1: Liam wants to eat corn and potatoes at camp.

Step 1

S1: What do you want to eat at camp?

S2: I want to eat candy and chocolate bars.

Step 2

S1: Emma wants to eat candy and chocolate bars at camp.

Step 1

S1: What do you want to eat at camp?

S2: I want to eat bread.

Step 2

S1: Aiden wants to eat bread at camp.

Step 1

S1: What do you want to eat at camp?

S2: I want to eat marshmallows.

Step 2

S1: Ava wants to eat marshmallows at camp.

Game

Turn over two cards. Then ask and answer.



Why don't we ride on the roller coaster?

I'm scared.



	roller coaster		roller coaster
	Viking ship		Viking ship
	Ferris wheel		Ferris wheel
	drop tower		drop tower
	bumper cars		bumper cars

Instructions for Teachers

- ★ Materials: memory cards, scissors
- ★ Grouping: partners
- ★ How to play
 - ① Put students into pairs.
 - ② Each pair of students cuts out memory cards and turns them over with the picture side facing down.
 - ③ Have each pair play rock-paper-scissors to determine who goes first.
 - ④ S1 turns over two cards.
 - ⑤ If the cards match, S2 asks a question based on the cards and S1 answers and keeps the matching cards. (If the cards do not match, S1 turns them over again and S2 chooses two other cards to turn over.)
 - ⑥ The students take turns turning over cards and asking and answering questions.
 - ⑦ The student who collects the most matching cards wins the game.

If the teacher can't check the students' answers, then have one student on each team act as the teacher using the answer sheet below.

Possible Answers

S1: Why don't we ride on the roller coaster?

S2: I'm scared.

S1: Why don't we ride on the Viking ship?

S2: I'm scared.

S1: Why don't we ride on the drop tower?

S2: I'm scared.