




Shopping for Fruit

MATERIALS

Each pair:



-  a game board
-  two dice
-  movers for each person (colorful snowflake blocks, chess, ...etc.)

TIME NEEDED

10 – 30 mins



LEARNING GOALS

-  Have students learn well about the names of different fruits.
-  Have students practice Q&A sentence patterns with plural forms.

Let's have fun!






I. Warm up (5 mins)

1. Teacher does the roll call and greets the students.
2. Teacher pairs up students and numbers 1&2 for each pair.
3. Teacher gives the materials to each pair.






II. Game Time (20 mins)

1. Teacher explains the game rules to the students. Then, let students start the game.
2. Game rules:





Name Out the Fruit

-  Have players put their movers on the cart/start.
-  Players do "scissors, paper, rock" in their pairs and decide who goes first.
-  Each player takes turns rolling the dice.
-  Move the mover to the numbers and say out the fruit in English.
-  The first player who collects all the fruits wins.

B. Q&A

-  Have players put their movers on the cart/start.
-  Players do "scissors, paper, rock" in their pairs to decide who goes first.
-  Each player takes turns rolling the dice.
-  Move the mover to the numbers to practice Q&A. Player 1 asks, "What do you need?" Player 2 answers, "I need some ____."
-  The first player who collects all the fruits wins.

C. Dice Game

-  Players do "scissors, paper, rock" in their pairs to decide who goes first.
-  The winner (Player 1) rolls the dice and moves one step forward.
-  Practice Q&A: Player 2 asks, "How many ____ do you need?" Player 1 answers, "I need (dice number) ____."
-  The first player who reaches the top fruit wins.

III. Wrap up (5 mins)

1. Teacher wraps up by asking the students to clean up first.
2. Teacher leads a brief discussion with the students about the game.