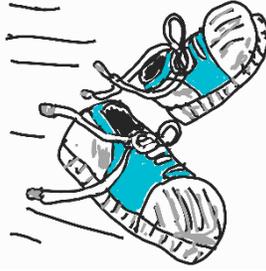




Dash! Dash!

A: This game helps your pupils to:

- Vary their stress patterns.
- Listen for keywords.
- React quickly to commands.



B: Target Language:

'I have...'

'Dash! Dash if you have...'

Everyday objects, classroom objects,
clothing, family (so many!)

C: Getting pupils ready:

1. Ask pupils to stand behind their desks (chairs pushed under).
2. Tell pupils that when you count to 3 they must all (including the teacher) move to another table quickly.
3. Whoever cannot find a table must count to 3.

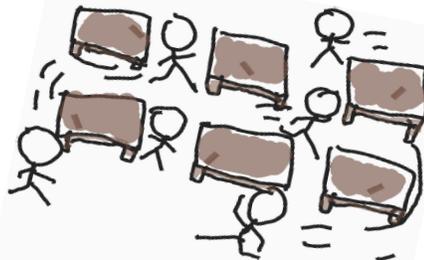
D: How to play the game:

1. Ask your class questions about things they might have. For example, 'Do you have a pen?', 'Do you have a brother?', 'Do you have a monkey!'
2. Ask pupils to stand up behind their desks (chairs pushed under tables). Remove one chair from a table. Tell pupils when they hear 'Dash! Dash!' they must change their tables!
3. Loudly and clearly say (for example), 'I have three animals! A monkey, an elephant and... a cat! Choose, but don't say' (covering your mouth).
4. Now say 'Dash! Dash if you have... a cat!' (pupils who thought of cat must change tables). Repeat with the other animals until a pupil stands at a table with NO CHAIR! That pupil is OUT!
5. Remove another chair and bring that pupil to the front of the class to repeat what you said but with different things (can be fruit, vegetables, classroom objects etc.).
6. Keep playing until up to 10 pupils are out!

REMEMBER:

Only pupils who thought of one of the three things you said can move!

Pupils cannot move to the table next to them!



Dash! Dash!
if you have
a bicyde!

Class Profile

Game Type: Running (like Salad Bowl)

Age: 5 – 7 years old

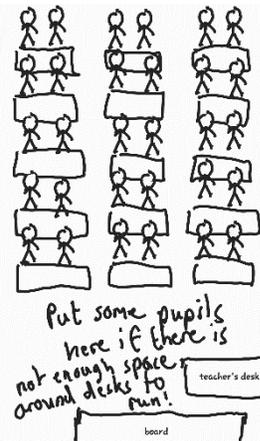
Class Size: 20 – 30

Resources: None

Time: 10 – 15 minutes

Group Size: Whole class

Suggested Classroom Arrangement:



TIPS

Make pupils stand in spaces around your classroom if there is not enough space around the desks.

If seats are fixed to tables, use a book to mark where pupils cannot stand.

Write the what pupils have to say on the board with gaps in it to make it easier for pupils to say. Example:

'I have three ___!'

'Choose one, don't say!'

'Dash! Dash if you have ___!'

You can make it exciting by making 'a/an' sound long and pausing before saying the word.

Fun Variation

- Add colours to what you ask for: example 'Dash! Dash! If you have...RED SHOES!', 'Dash! Dash! If you have aaaaa...PINK MONKEY!'
- Shout a phrase like 'EVERYBODY DASH!' to make ALL pupils move. Make sure to surprise your pupils!