

Aural Kim's Game

TEACHERS NOTES

AIM	To improve listening skills To improve descriptive skills To give practice in stress patterns in compounds
LEVEL	Intermediate
TIME	30 minutes
PROCEDURE	<p>This listening version of Kim's game is based on the idea that Ss try to visualise the objects they hear.</p> <ul style="list-style-type: none">▪ T tells Ss to close their eyes and try to 'see' the objects passing in front of them. T gives an example such as 'a pink panther'.▪ T reads out the list and then asks what the objects have in common. Ss make suggestions – they are all small, they are useful etc.▪ T asks Ss to work in pairs to reconstruct the list.▪ T then puts Ss into small groups and they try to increase the list of objects.▪ T makes two large groups and cross-checking will decide which group is the winner.▪ If neither group has managed to recall all fifteen items, T reads out the list for a final time.

Note: the thing the objects have in common is that they were found in a teenager's bedroom drawer.

THE OBJECTS:	<ol style="list-style-type: none">1. a blue shirt button2. a Greek telephone card3. a paperclip4. a black shoelace5. a piece of chewing gum6. a small plastic football7. a green ruler8. a postcard showing a beach9. a playing card – the ace of spades10. a red mobile phone cover11. a pink toothbrush12. a set of keys13. a blank CD-rom14. an English dictionary15. a return bus ticket
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