

The farmyard



You could use this game in a **Starters** class.

- Before playing this game, you might like to review / teach numbers 1-20 and any animals that learners might see on a farm, e.g. *bee, bird, cat, chicken, cow, dog, donkey, duck, fish, frog, goat, horse, lizard, sheep, snake, spider.*
- Ask *What's your favourite animal? What's your favourite number?*
- Tell learners they are going to talk about a funny farmyard. Ask learners for some animal words and write these on the board. You could ask learners to write them on the board themselves if you prefer. Check their spellings though!
- Ask *Who would like to start the game?* then ask that learner
T *Which animals are on our farm?*
Learner *Sheep!*
T *How many sheep are there?*
Learner *Ten!*
T *So, on our farm, there are...?*
Learner *ten sheep!*
- Prompt another learner to continue the list.
T *On our farm, there are ten sheep and...?*
- Continue to prompt learners with *On our farm, there are...?* Learners take turns to add another number and animal to the list repeating the numbers of animals that they have already heard as they go.
- Write the list of numbers and animals on the board as this gets longer and longer. Make sure that learners think the game is funny as their lists grow longer and less easy to remember.
- Play the game until learners tire of it or when the length of the list makes repeating it too difficult.
- At the end of the game, beginning again with *On our farm there are...*, the whole class reads out all the numbers and animals in chorus,
e.g. *On our farm there are ten sheep and twenty chickens and two dogs and three horses...* etc. They could add the animal noises, too!