

The Castaway Survival Kit – Teacher’s Notes

These activities and games can be easily adapted for use with other vocabulary picture cards.

Matching activities and games with picture and word cards. In these games make sure the students say the words out loud. You could also get them to make a short sentence each time they make a matching pair, for example: “We use a saw to cut wood”

1. **Race against the clock** – for small groups. Give each group a set of picture and word cards. They shuffle the two sets of cards separately. Place the picture cards face up on the table. Set a timer for two minutes. The groups have to match their word cards with the pictures. When the clock stops the group with the most correct pairs wins.
2. **Snap** – game for pairs. Shuffle the picture and word cards together. Deal out all the cards into two piles. The students take it in turns to turn over the top card onto a new pile. When two cards match the first student to shout snap wins all the overturned cards. The aim of the game is for one student to have all the cards.
3. **Pairs** – a memory game for 2-4 players. Shuffle all the cards and spread them face down on the table. Students take it in turn to turn over two cards without moving them. If they match they can take the cards and have another turn. The idea is that students try to remember where the cards are. The winner is the person with the most sets of pairs.

Activities with picture cards – once the students are familiar with all the words, try these activities.

1. **Verb Association** (*Vocabulary: action verbs*) Select one card and time the students (individually or in groups) to come up with as many verbs that can be associated with the object in two minutes. For example, with *the hammer* the student could have *hit, hold, bang, break, smash, kill, lift, swing, bruise, lose, drop*. The student/s with the most verbs reads out the list and, if necessary, explains them. The other students then list the verbs they’ve come up with. Extra points for any interesting verbs!
2. **Sinking Ship** (*Conditionals – “this would be useful for...”*) In groups of 2-4, students are given the task of selecting 5 items from all the picture cards that they would prioritise to take with them if they were abandoning a sinking ship (preparing for being marooned on a tropical island). They only have 3 minutes to make their choice as the ship is sinking fast. After they make their selection, they must give their reasons for each choice.
3. **How many uses?** (*Vocabulary: sharing your opinion, Conditionals*) Give each student one card. They must come up with as many useful things they can do with their object and give their reasons why it would be the most practical thing on a desert island.
4. **Pros & Cons** (*Vocabulary: sharing your opinion, Conditionals & Comparatives*) Divide the cards into pairs. Students give pros and cons (advantages and disadvantages), comparing the practicalities of each object. As a class the students decide which 5 objects would be most practical
5. **Crusoe!** (*Questions, action verbs*) Ask the students to write on a piece of paper a task that they would need to do if they were marooned on a desert island. For example, *build a shelter, look out for rescue boats or hunt for food*. Once each student has come up with an idea, collect the papers and then redistribute them to each of the students. Give out three picture cards to each student (make sure you have several copies of each picture available). Then they have to go round the other students asking for tools/equipment that can help asking “*Have you got...?*”. If the students are able to exchange then they swap a card each other. It must be an equal exchange! Once a student has three cards which they think are all things they can use for their task they shout “Crusoe!” – the other students keep going while the teacher verifies their task and tools.