

# 7 Out and about

Over the years, a child's world grows ever larger and more complex. From the home, they set out to discover the outside world: streets, playgrounds, shops, parks, the doctor, school or kindergarten. Later they learn to place the neighbourhood in cities, towns, or villages, which in turn are in countries—on continents.

As children grow, they move about this world. They remember where things are and how to get to them. They are interested in transport: cars, buses, and trams, aeroplanes and airports, trains and stations. Natural barriers such as mountains, rivers, and oceans and ways to pass them such as bridges and tunnels fascinate them. Authentic material like maps, photos, tickets, foreign coins, add an extra thrill. But children are not only interested in the real world. They are eager to use their imagination and create worlds of their own. They like to design their 'dream house' or the 'city of the future'.

In this chapter, the children learn to give directions in English and describe locations. In doing so they use many common prepositions and practise imperatives. The vocabulary input can be as rich as the worlds you and your children inhabit.

## 7.1 Rock the boat

<b>GAME TYPE</b>	<b>Movement game; role play (Variation 2)</b>
<b>AIMS</b>	<b>Language:</b> Directions; imperatives. <b>Other:</b> Imagination.
<b>AGE</b>	4+
<b>GROUP SIZE</b>	8–15
<b>TIME</b>	10–15 minutes
<b>MATERIALS</b>	A sailor's cap; string or chalk; a picture of a boat and a storm.
<b>PREPARATION</b>	<ol style="list-style-type: none"><li>1 Clear a space in your classroom large enough for the children to move around comfortably. This game can also be played outside.</li><li>2 Either draw the outline of a boat in chalk on the floor, or make an outline with string. You need one boat for every 15 children.</li></ol>

**PROCEDURE**

- 1 Explain to the children that they are going on a boat. Show the picture. You are the captain. Put the hat on your head. Point to the outline of the boat and ask them to step into it.
- 2 Show the children the picture of the storm. Tell them a storm is coming and that it will 'rock the boat'. Mime the rocking of the boat.
- 3 Tell the children that they must balance the boat by running 'forward' and 'backwards', 'left' and 'right'. Mime 'balance' by putting your hands out to your sides and rocking from left to right.
- 4 Go to the front of the boat and call out where the children should move. The children should all do as you say.
- 5 After five minutes, give a child the sailor's hat and tell him or her to give the commands.

**VARIATION 1**

You can introduce simple nautical terms such as *fore* (forwards), *aft* (backwards), *port* (left), and *starboard* (right).

**VARIATION 2**

You can expand the boat idea into a guided fantasy. The children sit with you in the boat. Ask them if the storm is over. Can they see land? Where are they? In America? China? Tell one child to drop the anchor, another to turn on the engines or hoist the sails. Let the children make up their own story.

**COMMENTS**

Variation 2 can be difficult to keep focused—if so, limit it to five minutes. It can lead on to a craft or other classroom activity on a related theme. (See also 8.8, 'Treasure island'.) For more role-play activities, see *Drama with Children* in this series.

## 7.2 Mixed-up house

**GAME TYPE**

**Board game**

**AIMS**

**Language:** Present simple and continuous: *The (couch) goes in the (living-room). I'm moving the (table) to the (dining room). Where's the ...?*

**Other:** Decision making; matching.

**AGE**

4+

**GROUP SIZE**

4–10

**TIME**

10 minutes

**MATERIALS**

Large playing boards (one per team— see Worksheet 7.2 on page 141); paper; coloured pens; scissors; furniture catalogues; (Variation 1) doll's house and small toy furniture.