

# 'ANIMALS ARE SICK' GAME

Go to the doctor and take the right medicine.



## TEACHER'S INSTRUCTION:

### 'ANIMALS ARE SICK' GAME

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**you need:** cut-out pills in different colours (yellow, green, red, brown, orange, blue, pink, and purple); doctors articles, badges with different animals (tiger, parrot, crocodile, lion, owl, elephant, bear, and giraffe)

**general comments:**

This game is similar to exercise 5 from this unit, but it requires more movement, acting out and communication.

**how to play:**

1. One S is a doctor. He/she has the colourful pills.
2. The other Ss are the animals, they have the badges of animals on their T-shirts.
3. T says: **The tiger was running and bumped its head.**
4. S who has got tiger on his/her badge demonstrates that (runs and bumps his head).
5. Then the S goes to the doctor and the doctor chooses a pill for him/her.
6. The doctor says: **Take the yellow medicine.**
7. The tiger takes the pill and becomes healthy immediately.
8. T says a different sentence and another animal goes to the doctor. Use sentences from exercise 5 unit 5 or make up your own sentences.