

Worksheet 1: Vacation activities

Using the worksheet

- This worksheet practices vacation activities: visit cousins, keep a scrapbook, help in the yard/house, build a tree house, learn to play basketball, go camping/hiking, take painting lessons.
 - Students work individually or in pairs. Tell them to cover the column on the left, look at the activities and predict the words on the left. Then they look and match the words.
 - Students label the pictures with the correct vacation words.
 - Ask students to work in pairs. Student A mimes an activity and Student B guesses it. Students swap roles.
- KEY: Activity 1: 2 a or h, 3 f, 4 g, 5 d, 6 b, 7 e, 8 a or h, 9 c. Activity 2: 2 build a tree house, 3 help in the yard, 4 take painting lessons, 5 help in the house, 6 learn to play basketball, 7 go hiking, 8 visit cousins, 9 keep a scrapbook.

Optional follow-up activity: Students work in pairs. They choose a vacation activity and brainstorm the things that they would need to do it. Students share what they already know, look on the Internet, and in dictionaries, and ask you for information. Help with new language. Students present their vacation activity, e.g., My vacation activity is "keep a scrapbook." To keep a scrapbook you need a notebook, a pencil, an eraser, markers, pictures, postcards, scissors, and glue.

Worksheet 2: Can I ... ?

Using the worksheet

- This game practices can, for requests and reviews vocabulary for vacation activities.
- Students work in pairs or small groups. Give each group a dice or spinner and some game pieces. Students put the game pieces on Start. Students take turns rolling the dice. The student with the Highest score in each group starts. Students move the appropriate number of spaces. If they land on a picture with ? they ask a question using the picture, e.g., Can I go hiking? If they make a mistake they miss a turn. If they land on Yes, you can! / No, you can't they move forward/back two spaces. Monitor and correct as necessary. The winner is the first student to reach Finish.

Optional follow-up activity: Ask students about the board games they play at home. Then ask them to work in groups and make their own board game to review a unit from Super Minds 2. Monitor and help as necessary. Make copies of the board games and play them with the class as a review activity.

Worksheet 3: Asking questions

Using the worksheet

- This worksheet reviews questions and answers.
- Students work individually or in pairs. They use the prompts to write five more questions to ask a friend about their vacations. Encourage them to use the pictures to help them think of ideas for the questions.
- Students work in pairs. Student A asks Student B five questions and writes the answers. Students swap roles.
- Early finishers can work with a different partner and report what they found out, e.g., Lucy likes reading on a vacation.

KEY: Activity 1: 2 What do you eat on vacation? 3 Would you like to go camping? 4 When do you get up? 5 Can you make sandwiches? 6 Do you have a bike? Activity 2: (Possible answers: 2 I eat fruit and ice cream. 3 Yes, please. 4 I get up at nine o'clock. 5 No, I can't. 6 Yes, I do.)

Optional follow-up activity: Demonstrate how to play What's the Question? Write the answer to a vacation question about you on the board. Ask students to think about the question that goes with your answer and raise their hands when they have a suggestion. Students can continue the game in groups.

Worksheet 4: Fairy tales

Using the worksheet

- This activity encourages students to be creative and think of their own fairy tale.
- Students work individually or in pairs. They choose the characters, a place, and an event. Then they write the fairy tale. Monitor and help with new language as necessary. (If there's time, they can cut out their fairy tale, paste it onto a larger piece of paper and illustrate it or cut out the pictures they have chosen from the worksheet.)
- Students read their fairy tales to the class.
- With weaker classes you can work together and create a fairy tale on the board for students to copy into their notebooks. It can be a combination of fairy tales that students know.

Optional follow-up activity: Choose a traditional fairy tale from your country to make into an end-of-term play. Create a simple script in English with the students. Students can dress up and make props for the play. Invite parents and the principal to see it.

1 Match the words.

- | | |
|---------|----------------------|
| 1 help | a hiking |
| 2 go | b to play basketball |
| 3 keep | c in the house |
| 4 build | d cousins |
| 5 visit | e painting lessons |
| 6 learn | f a scrapbook |
| 7 take | g a tree house |
| 8 go | h camping |
| 9 help | i in the yard |

2 Look and write the words from Activity 1.



1 go camping



2



3



4



5



6



7



8



9