

GUESS WHO I'M!

E7.1.SPI. Students will be able to report on appearances and personalities of other people.

2

Students write down clues about their physical appearance and characters without using his or her name. For example, "I have curly hair and brown eyes. I like trying new and exciting things" or "I can play basketball well because I am taller than my classmates. I always break or hit things accidentally."

3

The teacher shuffles the papers collected and gives back them to the students. And then, the teacher draws a "Name and Character" table on the board. Students try to guess their classmates based on the information in their hand.

1

This activity, which will help students to introduce themselves, is aimed at the acquisitions of the first unit. The teacher makes copies of the card as many as the number of students and then distributes them to each student. The questions "What am I like? and What do I look like?" are written on the card.



WHO AM I?

	NAME	CHARACTER
1.	Pinar	Adventurous
2.	Kerim	Clumsy
3.		
4.		
5.		

Get to Know Me

E7.2.W1. Students will be able to write pieces about routines /daily activities by using frequency adverbs.



In this activity, the teacher divides the students into pairs and gives each student a copy of the worksheet. Next, the teacher tells the students to complete the sentences about their partner's routines by guessing the information.

The students write sentences without talking with their partner. When the students finish, they take it in turns to read out each sentence to their partner. For example, 'I think that you never go on a diet'.

Their partner tells them if the statement is right or wrong. If the student's guess is wrong, their partner gives the correct information.

If the students guess correctly, they put a tick in the 'Right' or if their guess is wrong, they put a cross in the 'Wrong' column. The student with the most correct guesses wins at the end of the activity.



NAME:

I think that you ...

NEVER - SOMETIMES - OFTEN - USUALLY - ALWAYS -
ONCE A MONTH - TWICE A DAY - TWICE A WEEK

	RIGHT	WRONG
1.wake up early in the mornings		
2.eat healthy food		
3.go on a diet		
4.exercise or train		
5. go jogging		

Are You Ready for 30 Seconds?



Einstein ---- the Nobel prize in 1921.	What was the first element Marie Curie discovered?	Mevlana was born in 1207 and ---- in 1273.				
In 1879, Edison ---- the first electric bulb.	Move ahead 4 spaces	Mimar Sinan designed and ---- schools, mosques and hospitals.	Atatürk ---- the first president of the Turkish republic.	Where were you born?	John Logie Baird ---- the television.	
Go back 2 spaces					What did you do last evening?	
How old were you last year?	What movie did you watch last?	Leonardo Da Vinci ---- pictures and drafts.	Oh no! Go back		Einstein ---- the Nobel Prize in 1921.	
Mehmed II conquered Constantinople (Istanbul) in ----.	Einstein ---- a brilliant mind.		Did you get up at seven o'clock?		What did Newton discover?	
Louis Braille ---- blind when he was three years old.	Go back 3 spaces		Hüde Edip ---- in literary and political movements.		Go back 2 spaces	
Oh no! Go back to the start	Where did you grow up?		What did you get from the last test?		Elvis Presley ---- in Mississippi in 1955.	
When was your mother born?	Finish		Elvis Presley ---- his first song in 1956.		Marie Curie and her husband ---- two new elements.	
Steve Jobs ---- the first cell phone.			Marie Curie ---- to Paris to study at the university.		When did you graduate from primary school?	
When Edison was 12 years old, he ---- school permanently	Miss a turn	Beethoven ---- deaf when he was in his twenties.	What did you have for dinner last evening?	Move ahead 2 spaces		↑ Start

E7.3.II. Students will be able to talk about past events with definite time.

The teacher explains that the students are going to play a board game in which they have to talk about past events for 30 seconds. Then, the teacher divides the students into groups of three or four and gives each group a copy of the game board, a dice and counters.

Students place their counters on the start square and then take it in turns to roll the dice and move their counter along the board. One student keeps the time in each group.

When a student lands on a square, she or he has to tell the answer on the square in 30 seconds. If a student doesn't think of anything to say, makes a grammar mistake, or doesn't give answer before the 30 seconds are up, she or he must go back to her/his previous square.

The first student who reach the finish wins the game.

MY CORNER

I LIKE

I DISLIKE



I LOVE

I HATE

The teacher places each sign in a different corner of the classroom and asks the students to stand up. The teacher reads one of the TV programmes to the class, e.g. 'Reality shows'. Then the teacher tells the students to go to the corner that best matches their opinion about TV programmes, i.e. I like, I dislike, I love and I hate. The students in the same corner discuss why they choose that opinion and then report their reasons back to the class. For example, "I dislike reality shows because they are boring." After each corner gives reasons for their opinion, the teacher repeats the process with another TV programmes and so on.