

Ready-to-use
activities for

SUMMER LANGUAGE CAMPS



ЛІНГВІСТ


mmpublications

Content

Activities

Find Your Pair	1
I Spy	2
This Used to Be Me	2
Fortuneteller	3
Match the Sentences	4
Pantomime	5
Hangman	6
Silly Tales	6
Game Show	7

Projects

Summer of My Dream	8
An Animated Film	9
A Book about Environment	10

Games

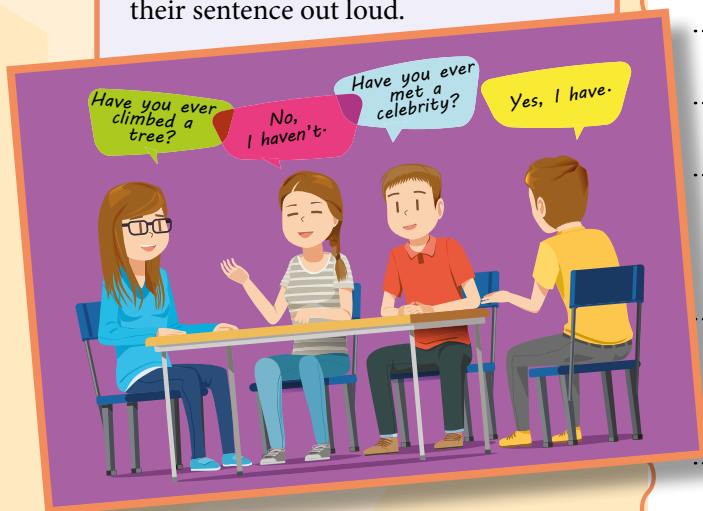
The Pencil Quiz	11
Art Game	12
Snakes and Ladders	13
Find the Way in the City	14

Find Your Pair

Level: A2 Age: 10 – 15

Instructions

1. Put the pieces of paper with the prompts in a cloth bag.
2. Go around the class and have students draw one piece of paper each. Ask students to read their prompts silently without revealing what is written on it to any of their classmates.
3. Explain to students that there is a student in the class that has the same prompt on his / her piece of paper as they have and that they have to go around the class asking their classmates questions until they find their pair.
4. Point out the students will have to use the question *Have you ever...?*
Example: Student A asks Student B: *Have you ever been in a scout camp?*
Student B answers according to the prompts he / she has on his / her paper: *Yes, I have.* / *No, I haven't.*
5. Have students mingle asking each other questions until they find their pair.
6. When students have found their pairs have them stand together and say their sentence out loud.



I have climbed a tree and
couldn't get down.

I have climbed a tree and
couldn't get down.

I have helped someone who was in danger.

I have helped someone who was in danger.

I have been out in the rain
and really enjoyed it.

I have been out in the rain
and really enjoyed it.

I have been waterskiing.

I have been waterskiing.

I have met a celebrity.

I have met a celebrity.

I have played rugby.

I have played rugby.

I have been snowboarding in mountains.

I have been snowboarding in mountains.

I have played with a lion cub
in the zoo.

I have played with a lion cub
in the zoo.

Tips. Make a copy of this page and cut out ready-to-use prompts.

I Spy

Level: A2 Age: 10 – 13

Instructions

1. Tell students that you are going to play a guessing game.
2. Choose a random student to come up to the front of the class.
3. Ask him / her to choose an object in the classroom but not to reveal it. Then tell the student to say *I spy with my little eye something which / that is used for ...* and give a clue about the object he / she has chosen. Example: I spy with my little eye something that / which is used to listen to songs.
4. Explain to the rest of the students that they have to try to guess the object that their classmate has chosen by asking him / her questions. Tell students to use the Preset Simple Passive.
5. The student who guesses the object first goes up to the front of the class and it's his / her turn to "spy".
6. Play this game until all the students have had a chance to go up and "spy".



This Used to Be Me

Level: A2 Age: 10 – 15

Instructions

1. Ask students to take out the pictures of themselves.
2. Divide students into pairs.
3. Explain to students that they have to say five things about what they were like when they were younger.
4. When students are done, have a few pairs come up to the front of the class and present their pictures to the class.
5. You can play an alternative game with the students' pictures.
6. Collect all of the students' pictures and stick them on the board.
7. Divide students into two or three teams depending on class size. Have a student come up to the board and choose a picture without revealing it to the teams. The student at the board will then have to describe the person using the structure used to.
8. The students on each team will take turns asking questions until they find the person. Explain that each team has the chance to make only up to three wrong guesses until they're disqualified.
9. Each correct guess earns the guessing team a point.
10. The team with the most points by the time the pictures run out wins the game.



Fortuneteller

Level: A2 Age: 10 – 15

Instructions

1. Have students take out a small piece of paper.
2. Ask students to make a prediction about a classmate for the weekend.
Example: You will go to the cinema on Saturday.
3. Have students fold their pieces of paper so that their prediction does not show.
4. Go around the class and collect students' predictions in the bag / jar.
5. Shake the bag / jar so that predictions are mixed up. Then, go around the class and have each student draw a piece of paper from the bag / jar.
6. Have students read their predictions aloud.
7. Tell students to keep their predictions until the lesson after the weekend when they will check if their predictions came true.

Optional idea:

make a copy of this page, cut out the predictions written on the right and put them in the bag. Ask each student to take one piece of paper and read his / her prediction aloud. Tell students to keep their predictions until the lesson after the weekend when they will check if their predictions came true.



You will meet your best friend.

You will play computer games with
your friends.

You will do some arts and crafts and
you will really like it.

You will enjoy the weather outside.

You will play with puppies.

You will cook something on your own.

You will wash the car.

You will go to the party.

You will see an unusual animal.

You will play board games.

You will go to the park.

You will ride a bike or your scooter.

You will eat a lot of ice cream.

You will wake up very late.

You will stay in bed till afternoon.

You will travel somewhere.

You will sunbathe.

You will climb a tree.

You will laugh a lot.

You will play hide and seek.



Match the Sentences

Level: A2 – B1 Age: 10 – 15

Instructions

1. Divide students into two groups. Hand out blank pieces of paper / sticky notes to each student.
2. Ask the students in group 1 to write if-clauses and the students in group 2 to write main clauses with the Future *will*.
3. Allow students some time to write their phrases.
4. Have students read out what they have written and ask the groups to work together and match their sentences. Point out that for each if-clause they should find the main clause that matches best.
5. When students are done, have them read out their sentences. Some of them might be really funny. If you use sticky notes, students stick them to the board.

Optional idea:

before the previous activity you may want to give your students to match prepared parts of the sentences. This task will help them to understand the exercise and its rules better.



If I have free time

I will climb the mountain.

If I eat apples every day,

I will be full of energy.

If I read a lot of books,

I will be very smart.

If I play with my dog,

I will feel happy.

If I plant seeds,

I will have a nice garden.

If I learn to play the guitar,

I will be a musician.

If I clean the house,

My mother will be happy.

If I bake a cake by myself,

My grandma will be surprised.



Pantomime

Level: A2 – B1 Age: 10 – 15

Instructions

1. Make a copy of this page and cut out ready-to-use prompts.
2. Take a bag and put papers with the activities in it.
3. Divide students into two teams. Explain that one student from each team will have to come to the front of the class, draw a paper from the bag and mime one of the activities, while the other team tries to guess the activities.
4. If necessary, mime an activity and encourage students to guess.
5. When the team guesses the activity, the student at the front of the class takes a seat and a student from other team comes up to mime. Every correct answer earns the guessing team a point.



You are eating spaghetti
with chop sticks.

You are sweeping leaves outside
on a windy day.

You are washing a big, angry dog.

You are a clumsy waiter.

You are playing the guitar on
the street.

You are late for the train.

You are holding flowers and there
is a spider in your bouquet.

You are swimming in a
very cold lake.

You are drinking tea.

It is very hot.

You are watching TV and your
brother or sister is standing
in front of it.

You are walking on stilts.

You are holding an umbrella on a
very windy and rainy day.

You are riding a bike on a really
bad road.

You are drinking juice and there is
a fly in your glass.

You are playing water polo.

You are on a safari ride.



Activities

Hangman

Level: A2 – B1 Age: 10 – 15

Instructions

1. A student thinks of a word / phrase and writes the same number of dashes as the letters of the word / phrase on the board.

Example: five dashes for the word *coach*.

2. The rest of the class takes turns guessing the letters. If the letter is correct, the student at the board writes it in the appropriate space. If the letter is not correct, the student draws part of a person hanging from the gallows and writes the letter on the board so that students don't repeat the same letter.

3. The class wins, if they find the word / phrase before the picture is finished.

4. It is better to set the topic for this activity. Examples of some topics and the words are written on the right.



Buildings: cinema, cathedral, castle, hospital, mosque, church, ruin, tower, gallery, apartment.

Hobbies and leisure: sightseeing, jogging, camping, scuba diving, cooking, sewing, knitting, cycling, sailing, surfing.

Jobs: artist, carpenter, chemist, cook, designer, detective, judge, mechanic, reporter, scientist.

Nature: forest, steppe, desert, cave, cliff, lake, rainforest, valley, waterfall, mountain.

Silly Tales

Level: A2 – B1 Age: 10 – 15

Instructions

1. Give the first student in each row a plain piece of paper.

2. Tell the first person in the row to write a sentence, fold the paper and pass it to the student next to him / her while telling him / her the last three words he / she wrote on the paper. The second student does the same.

3. Students continue to write, fold and pass the paper down the row until it reaches the last student.

4. After writing his / her own sentence the last student in each row has to unfold the paper and begin reading the funny story from the very top of the page.

5. Have each row of students take turns reading their stories.

6. You may want to make the game more fun by having to vote for the best story.

Once upon a time there
was house in the woods.

A little blue horse lived there.

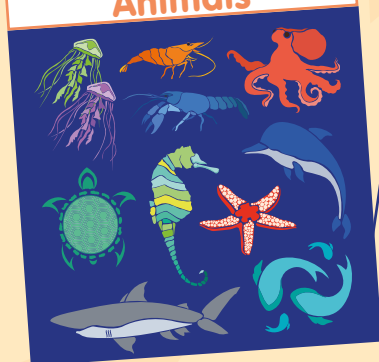
Game Show

Level: A2 – B1 Age: 10 – 15

Instructions

1. Place a desk at the front of the classroom.
2. Divide students into two teams and have a student from each team come up to the front of the class and stand at either side of the desk.
3. Place a bell in the middle of the desk.
4. Hold the cue cards you copy and cut from the examples below / made and choose one. Announce the category (e.g. Animals) and ask the students a question (use the questions from the examples below or create your own).
5. Each student tries to hit the bell and call out the answer before the opponent does. The first student who answers correctly earns a point for his / her team. As soon as this happens, the students return to their seats and another two come up.
6. Put the cue card at the bottom of the pile and draw a new one for the next two students.
7. Make sure all the students in each team get a chance to play one round.

Animals



Geography



Science



Sport



1. Can an ostrich fly?

1. Is there more water or land on our planet?

1. What is the closest star to our planet?

1. How many players are there in an ice hockey team?

2. What is the name of the tallest animal in the world?

2. What is the capital of the USA?

2. Where is the smallest bone in your body?

2. Can you unscramble the word and name a type of sport: GINKIS?

3. What is the name of a big black and white animal?

3. Where would you find the pyramids?

3. Where is the largest bone in your body?

3. Which sport uses the lightest ball?

4. What is the name of the longest snake in the world?

4. What is the second biggest country in the world?

4. What is the smallest planet in Solar system?

4. What is zumba?

5. Can fish close their eyes?

5. What is the hottest continent on our planet?

5. What do plants need to grow:
a) air, light, water;
b) air, light, ice;
c) air, light, snow?

5. What sport is played with a club, a ball and holes in the ground?

Answers

1. No
2. Giraffe
3. Zebra
4. Python
5. No

Answers

1. Water
2. Washington, D.C.
3. Egypt
4. Canada
5. Africa

Answers

1. The Sun
2. In your ear
3. In your leg
4. Mercury
5. Air, light, water

Answers

1. Six
2. Skiing
3. Table tennis
4. A dance workout
5. Golf

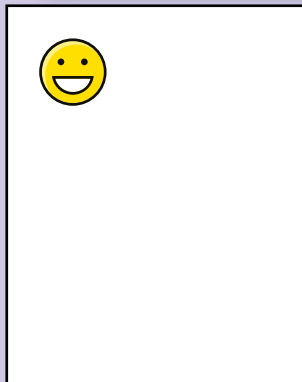
Projects

Level: A2 – B1 Age: 10 – 15

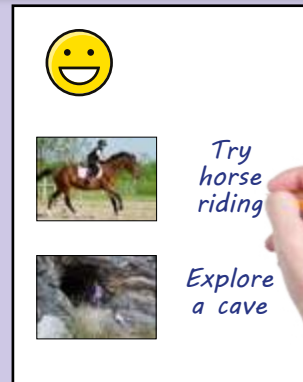
Summer of My Dream

1 Make your own poster.

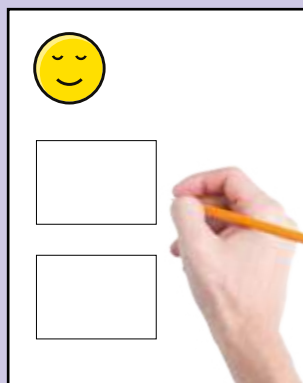
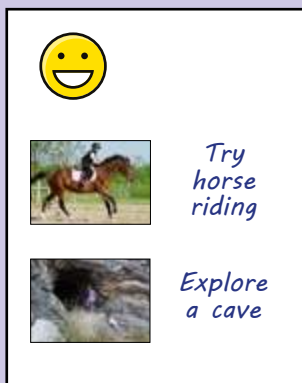
You need:



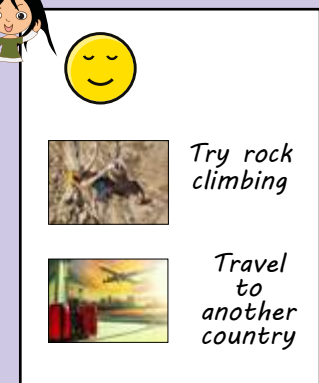
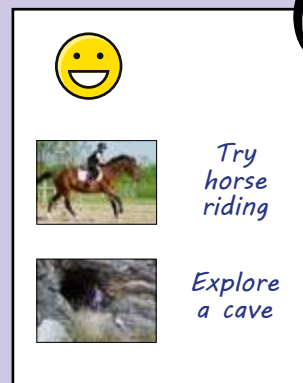
1. Draw a line and divide your cardboard into two parts. Draw a happy face on the left-hand side and a dreaming face on the right-hand side.



2. Think of some adventurous things you have done and write them under the happy face. Glue pictures from magazines or draw pictures next to each of these sentences.



3. Think of some things you haven't done but would like to do and write them under the dreaming face. Draw or glue pictures there, too.



4. Glue the picture of yourself at the top of the cardboard and write your name.

2 Talk about the poster in groups of three.

I've tried horse riding and I have travelled to China so far.

I haven't met anybody famous yet.

I've seen a cheetah.

An Animated Film

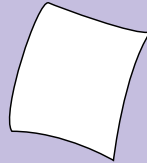
1 Read and discuss.

ANIMATED FILMS

Today, animated films are made mostly on computers. However, in the past things were different. Animation studios needed many people to make an animated film. You see for every second of the film, they used to draw twenty-four pictures! A different picture for every single movement of the character. After that they used to photograph each picture and put them together to make the film.

2 Make a mini "flip book".

You need:



pieces of paper



coloured pencils



stapler



1. Fold the paper in half. Staple the papers together.



2. Choose a character / object and draw it. For every movement draw a separate picture.



3. Flip through the pages and see your characters move!

3 Make up a story for your character. Think about the questions below and write your animated story.

What is his/her name?

Where is your character?

What is he / she doing?

Optional idea: use your camera to make pictures. Make a separate picture for every movement of your character. Find a special software on the Internet to put all pictures together and make a film.

1 Read and discuss.

GREENPEACE



Organisation: Greenpeace
Started: in 1971
Based: Amsterdam
Volunteers: 2.8 million
Offices: in 41 countries
Aim: to protect the environment

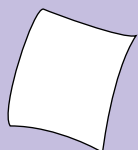
A small group of volunteers started Greenpeace in 1971. It's an international organisation which works to protect our environment. It also teaches people about environmental problems and shows us how we can all help. Today, there are 2.8 million Greenpeace volunteers all over the world.

Climate change, pollution and the disappearing forests are big problems in many places in the world. Greenpeace members travel to these places to protect and help save the Earth. There are two things you can do to help Greenpeace. You can become a member or donate money.



1 Make a book about environment.

You need:



pieces of A4 paper



glue



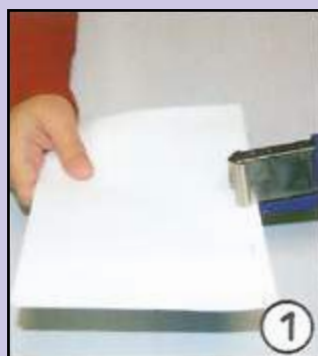
markers



scissors



stapler



1. Take pieces of A4 paper and fold them in half. Then, staple them on one side.

2. Think of a title for your booklet and write it on the front cover. You can decorate the cover or stick pictures of the environment on it if you like.

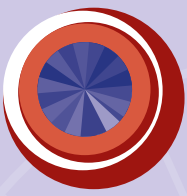
3. Think of the different ways in which people pollute the environment. Draw or stick pictures and write.

4. Write solutions using «If». Draw or stick pictures.



3 Present your booklet to the class.



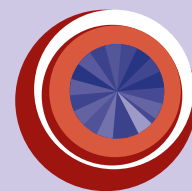


The Pencil Quiz

Instructions

1. Divide students into pairs.
2. Give each pair a copy of The Pencil Quiz Game.
3. Tell students that they are going to play a game and that they will need a pencil.
4. Student A places his / her pencil in an upright position in the centre of the circle and then let it fall down.
5. The student has to answer the question that the pencil has landed on. Then students swap turns.
6. Students cross out the questions they have already answered. If the pencil lands on a question that has already been answered, the student plays again.
7. Students get a point for every correct answer.
8. The player who gets the most point, wins.





The Art Game

Instructions

1. Divide students into groups of four. Students work in pairs and compete against the other pair. Give each pair a copy of The Art Game.
2. The students of the same pair take turns to read the sentences under the boxes and find the answer without giving any answers away to the other pair.
3. The first student must find the answer to the first question and

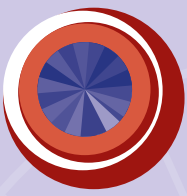
join the START dot with the dot that corresponds to the answer. Then, the other student continues.

4. When students have finished the game ask them what picture they can see. (Point out that the picture can be seen as a vase. Students can colour the vase for a clearer picture).
5. The pair who finishes first and forms the correct picture is the winner. Do not reveal what the picture is from the beginning.

START	babysitter	helmet	harmful	traffic	sculptor	century	postman
FINISH	statue	polite	energy	weak	garage	tower	factory
storm	barefoot	stadium	napkin	tower	eagle	cup	safe
canal	cocoa	telescope	pen	portarait	trip	been	haunted
design	waltz	book	bird	outside	made	sing	since
president	hobby	trumpet	warrior	belt	coffee	pot	submarine
square	scientist	talented	heard	spare	acrobat	toothbrush	pair
							streetcar

1. Someone who looks after young children.
2. Something you have to wear when you ride a bike.
3. Polluted air is to breathe.
4. A person who makes sculptures.
5. 100 years is a
6. A very tall building.
7. You can make tea in this.
8. How long have you a clown?
9. I've had my comic book collection 1998.
10. This means of transport travels under water.

11. You clean your teeth with this.
12. This person works at a circus.
13. I usually draw cartoons in mytime.
14. It's the most wonderful song I have ever
15. Mike is a very singer.
16. I make model planes. Have you got a ?
17. I tried to dance the It was too difficult.
18. You can see the stars with this.
19. You watch football games there.



Snakes & Ladders

Instructions

1. Divide students into groups (2-4 players in each group). Give each group a dice, a counter for every student and a copy of Snakes and Ladders Game.
2. Students take turns, throw dice and answer the questions. The student who reaches FINISH first is the winner.
3. Point out that the squares with the beginning of the ladder give students an opportunity to climb the ladder. If a student stays on a square with a snake's head, he or she follows the snake's body and goes to the square where the snake's tail is.



31 Make a sentence with "saw".	32 Name 3 ways to communicate with other people.	33 Who was Wolfgang Amadeus Mozart?	34 What did Pablo Picasso do?		FINISH
	26 Name 2 famous inventors.	27 	 29 What is a hot-air balloon used for?	29 Make a sentence with "everyone".	30 Name 2 things made of plastic.
Say 1 thing you are scared of. 	 25 Name two things made of glass.	22 Name 3 things you couldn't do when you were 5 years old. 	22 Do you like visiting other cities? Why?		24 What presents do you usually get for your Birthday?
13 Who is your favourite actress / actor? 	14 Who is your favourite singer / band?		 17 Tell about your favourite film.	17 What kinds of books do you like reading?	Name 2 things made of plastic. 
		10 What do you want to buy?	9 Say three things you would like to do at the weekends.	8 What did you do last weekend?	7 How often do you go to the cinema? 
START	2 How many days are there in a week?	 1 How many months are there in a year?	4 What is the first month of the year?	5 Say two things you do every morning.	

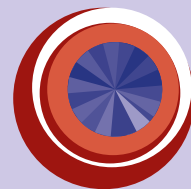


Find the Way in the City

14

Games

Level: A2 – B1 Age: 10 – 15



Instructions

1. Divide students into groups (2-4 players in each group). Give each group a dice, a counter for every student and a copy of Find the Way in the City Game.
2. Make a copy of the questions from page 15 and cut them. Give each group a set of these questions.

3. Students take turns, throw dice and answer the question if they stay on a square with a question on it. They take the question from the pile of cards.
4. Point out that the star means to go back 2 spaces, circle means to go forward 2 spaces, the triangle means to play again.
5. The student who reaches FINISH first is the winner.



Take a card



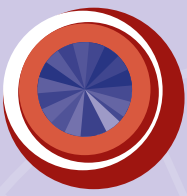
Go back two spaces



Go forward two spaces



Play again



Games

What do you like doing in your free time?

Name four drinks.

What do you like doing with your friends?

Tell something about your town / city / village.

What is your favourite colour? Why?

What places in your country have you visited?

Where are you from?

Say two things you always do at the weekends.

What's your favourite season?

What are your plans for the next weekend?

What kind of music do you like to listen to? Why?

What is your favourite meal of the day?

What do you usually do on Sundays?

Who's got the longest hair in your family?

What food do you prefer to eat?

What are you going to do later today?

What do you think is better? Living in a flat or in a house?

Who do you like spending time with?

What is your favourite game?

Name three countries.

What do you like doing in summer?

Tell something about your hobby.

Have you got any pets? Why did you choose this animal?

Do you like watching TV? What kind of TV programs do you usually watch?

What sports do you like doing?

Say two things you never do on Saturday evenings.

What is your favourite winter activity?

Do you like playing computer games? Why / Why not?

Who usually does the cooking in your home? Can you describe your house or flat?

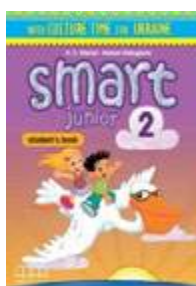
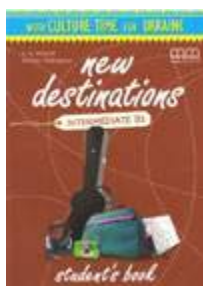


Спеціальна програма для українських шкіл від видавництва MM Publications

Видавництво **MM Publications** в Україні пропонує спеціальну програму на шкільні підручники для вивчення англійської мови, **MM Publications Programme**, узгоджену Міністерством освіти і науки України.

Основні переваги програми:

- **Спеціальні видання** для українських шкіл, доповнені додатковим лінгвокраїнознавчим розділом, який містить інформацію про культуру України та англomовних країн, а також додаткові завдання, що стануть до вподоби учням;



- **Спеціальні умови** – безкоштовні комплекти і плакати при замовленні;
- **Спеціальні для України ціни** на високоякісні європейські підручники.

Схема використання підручників* у навчальних закладах України:

Тип школи \ Клас	1	2	3	4	5	6	7	8	9	10	11
Спеціалізована школа	Smart Junior (2-5)				Full Blast (1-4)				New Destinations (B1, B1+, B2)		
Загальноосвітня школа	Zoom in special (Starter-4)				To the Top split edition (1A, 1B, 2A, 2B, 3A, 3B, 4A)						

*Всі шкільні підручники рекомендовані Міністерством освіти і науки України

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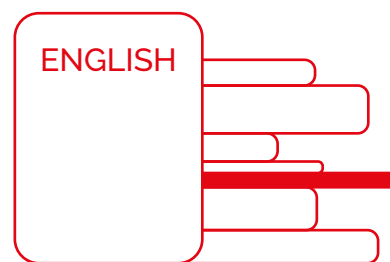
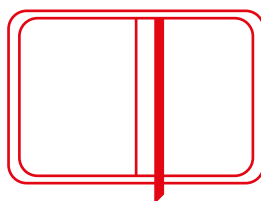
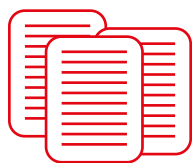
MM Publications Partnership Programme for Ukraine «Smart School»

З метою популяризації та підвищення статусу англійської мови на території України міжнародне видавництво MM Publications, чиєю спеціалізацією є створення сучасної та інноваційної літератури для навчання англійській мові носіїв інших мов, пропонує українським школам та курсам іноземних мов, які використовують літературу видавництва, спеціальну програму підтримки.

Програма розповсюджується на державні та приватні навчальні заклади та курси іноземних мов на території України та, окрім використання якісних, стимулюючих навчальних матеріалів, які відповідають вимогам сучасної школи, передбачає ряд наступних переваг:

Для навчального закладу

- переваги від використання сучасної, інноваційної літератури для навчання англійської мови;
- відзнака від міжнародного видавництва MM Publications;
- набір підручників для бібліотеки згідно обраної програми навчання (по 1 комплекту та ТВ на кожен клас + підручники для підготовки до ДПА);
- подвійний набір безкоштовних компонентів;
- постери для кожного класу;
- методична підтримка при організації позаурочних занять (speaking club, grammar club) та літніх мовних таборів;



Для вчителів

- проведення безкоштовних методичних семінарів / вебінарів / тренінгів на базі навчального закладу (в тому числі з представниками видавництва);
- участь в пілотних проектах видавництва (апробація нових навчально-методичних комплексів);
- участь у всеукраїнських семінарах видавництва з авторами підручників та teacher trainers;
- щорічний розіграш поїздок до головного офісу видавництва для проходження курсу професійного розвитку.

Для того, щоб стати учасником програми та скористатися її перевагами, початковий заклад має відповідати наступним вимогам:

- 1) кількість учнів повинна бути не менше 250 (для курсів іноземних мов враховується кількість учнів за рік);
- 2) необхідно використовувати матеріали видавництва в такій кількості:

1-й рік участі

Не менше 25% від всіх учнів

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