



Clap, Clap, This and That!

A: This game helps your pupils to:

- vary their rhythm and speed
- personalise parts of a rhyme
- build rapport with their partner



B: Target Language:

Who's that/this over there/here?

That's my + Relationship + Name

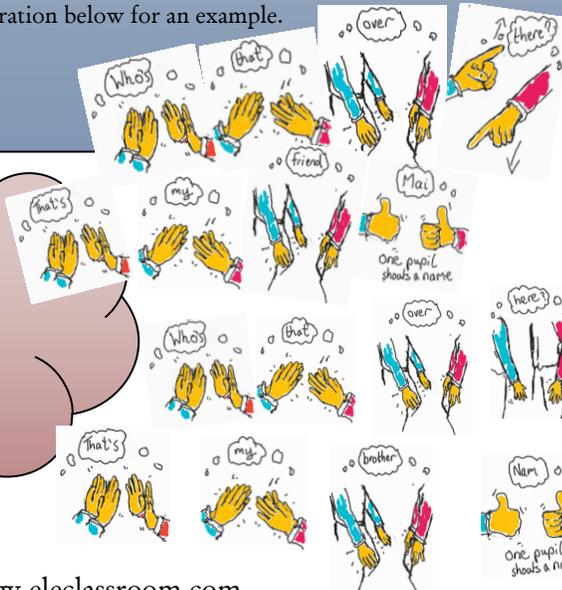
Examples of Relationships – mother, father, brother, sister, cousin, nephew, niece, friend etc.

C: Getting pupils ready:

1. Think of a popular clapping game in your country (where children clap and say a rhyme with each other).
2. Model it with your pupil.
3. Ask pupils to play the clapping game in pairs.

D: How to play the game:

1. Model the clapping game with a pupil at the front of the class. Make sure everybody can see. Start slowly.
2. With each clap say a word from the question:
 - 'Who's that over there?'
 - 'That's my + Relationship + Name'.
 - 'Who's this over here?'
 - 'That's my + Relationship + Name'
3. Keep the clapping going (do not stop). Go faster.
4. Ask pupils to play in pairs.
5. Make sure pupils stand up and face each other.
6. See the illustration below for an example.



Class Profile

Game Type: Clapping, rhythm

Age: 5 – 7 years old

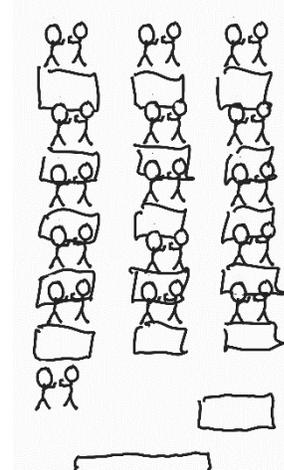
Class Size: 20 – 40

Resources: None

Time: 5 – 10 minutes

Group Size: 2 pupils (pairs)

Suggested Classroom Arrangement:



TIPS

Start slowly with the game. Allow your pupils time to get the clapping pattern and rhythm.

Don't worry if not all of your pupils get it right the first time.

Fun Variation

- Try using different actions and rhyming dialogues, which pupils can say together. For example, you can try this:

Pupil A: *How old are you?*

Pupil B: *I am two!*

Pupil A: *How old is she?*

Pupil B: *She is three!*

Pupil A: *How old is Paul?*

Pupil B: *He is four!*

Pupil A: *How old is Mai?*

Pupil B: *She is five!*

Pupil A: *How old is Jin?*

Pupil B: *He is six!*

Notice the vowel sounds in the names match the vowel sound in the numbers.

REMEMBER:

Your pupils most likely know a lot of clapping games. Use this to your advantage!