



## One, Two, Three! What Can You See In Front of Me?

**A: This game helps your pupils to:**

- raise their intonation at the end of sentences to form questions
- use their imagination to guess the words.
- self-manage pair-work games



### Class Profile

Game Type: Guessing (like charades)

Age: 5 – 7 years old

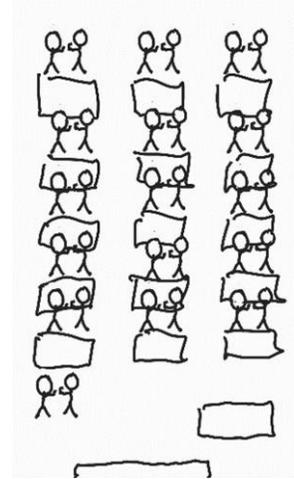
Class Size: 20 – 40

Resources: None

Time: 10 minutes

Group Size: Pair-word

Suggested Classroom Arrangement:



### B: Target Language:

*What can you see?*

*I can see a + object*

*Example: 'I can see a monkey?!'*

### C: Getting pupils ready:

1. Draw some simple shapes in the air e.g. a circle, a square, a triangle, a rectangle.
2. Say loudly to the class 'What can you see?'
3. Pupils guess. Support pupils speaking with 'I can see a \_\_\_\_' (rising intonation).

### D: How to play the game:

1. Write on the board 'THREE, SEE, ME?' and 'I can see a/an \_\_\_\_'. Elicit from pupils the pronunciation of the words.
2. Call a strong pupil up and model the game as follows:
  - Look around the classroom and say 'Hmmm...I will draw something from the classroom...'
  - Draws something with your finger in the air and say 'One, two, THREE! What can you SEE in front of ME?'
  - Pupil tries to guess. If they guess correctly give them a point. If they guess incorrectly say 'Sorry!'.
  - Now it is the pupil's turn. The pupil draws and asks the same. You reply, 'I can see a (table)?', make sure to raise your intonation at the end.
3. Now, ask pupils to stand up and play in pairs.
4. Walk around the classroom and support pupils' speaking.

### TIPS

Make sure to use BIG drawing gestures, so pupils can really see the shapes you are drawing in the air.

Use very specific categories to make it easier. For example, animals, transport, fruit etc.

Remind pupils to keep track of their scores (guess right = 1 point).

Let pupils give clues if pupils cannot guess. Pupils can do this by taking what they draw and using it or miming what they draw.

Try going up to 10 rounds and make pupils do it quickly.

### Fun Variation:

- Pupils can mime and guess.
- Pupils can draw on each other's back and guess.
- Pupils can write words in the air and guess.

### REMEMBER:

Emphasize THREE, SEE and ME. The rhyme will help pupils remember what to say!

