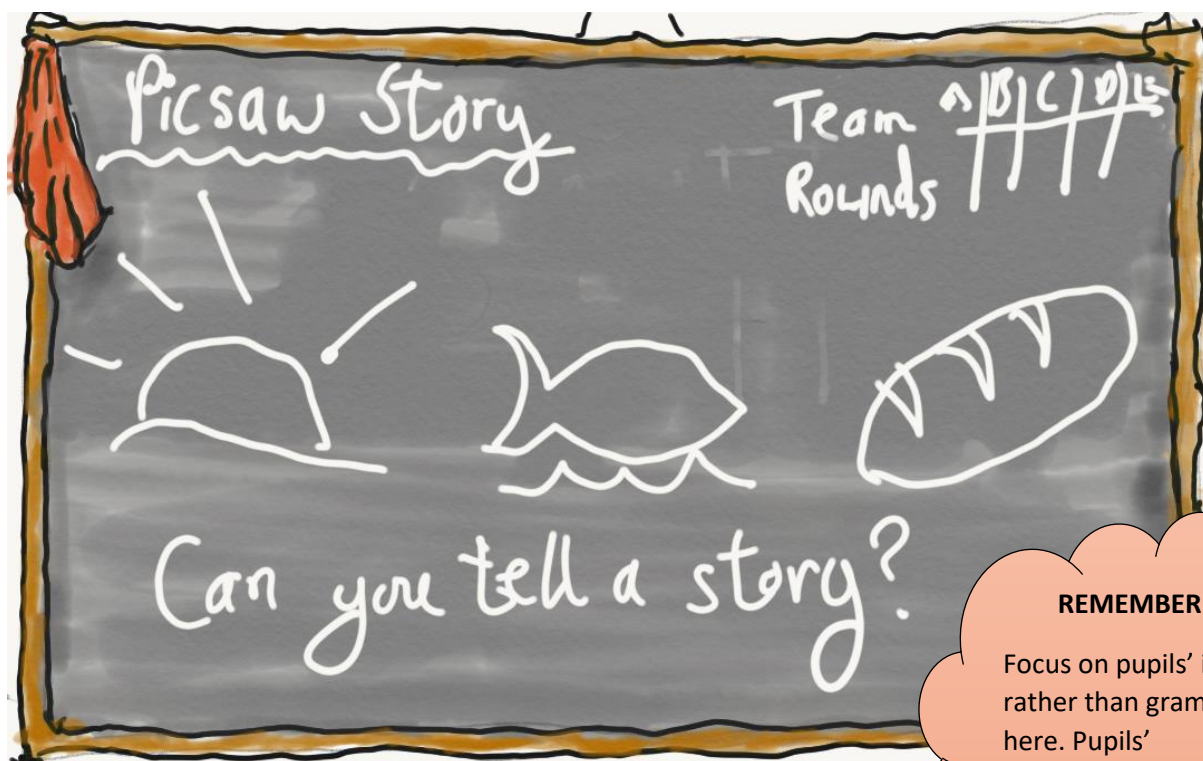




Picsaw Story



REMEMBER:

Focus on pupils' ideas rather than grammar here. Pupils' creativity is important here!

Game Objective: Pupils use pictures to improvise a story.

Game Type: Improvisation

Classroom Organisation: Teams or individuals

Language Area: Speaking, vocabulary

Useful for: Revising words, telling stories, adverbials for connecting ideas

1. Divide your class into roughly 5 teams (depending on your class size this may vary) and indicate this on the board (see picture above).
2. Tell the class you will test to see how well they can work together to make a story from pictures. You will do this choosing a pupil from the front, middle and back of each team. Their ideas must connect to make a story.
3. Draw three large pictures on the board (see above). Give the teams 30 seconds to think of a story.
4. Nominate a pupil sitting at the front to start the story with the first picture, a pupil sitting in the middle to continue the story with the second picture, a pupil sitting at the back to conclude the story with the third picture.
5. Do this team by team.
6. If you are happy that the story is complete with all pictures give 10 points, two pictures 5 points, one picture 2 points.
7. For the next round draw three different pictures.
8. You can get pupils to draw the pictures to increase participation.