


## WHAT CAN MONSTER DO - TEACHER'S NOTES

The aim of these activities is to provide kids with extra speaking practice to teach them CAN and CAN'T structures in a fun and interactive way.

### \* FIND A MONSTER

Tell your ss that they are going to look for the monsters in the forest and around it. Most of the items in the picture are draggable and the monsters are hidden underneath. The ss need to move the items to find them. In addition, there are a few monsters which can appear when you move the cursor all over the picture. When you click the monster the speaking prompts appear for the students to talk about.

On top of the page there are a few empty spaces where ss need to type in the names of the monsters they find which match their age. When ss complete all the names, they click  to see if they are correct.

Target language - 'This is Bruno. / His name is Bruno. He is 5 years old. He can make a cake and swim, but he can't play cards or read.' By clicking the monster a set of prompts appears on the cloud. The ss need to talk about a given monster and its abilities. They start by introducing the monster, talk about its age and later skills. Version 2 Interactive board - T divides the screen into two and opens the presentation twice. SS solve the puzzles in teams in a race. At the end of the document you will find the image with the placement of all the monsters.



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