

# LET'S GO SHOPPING - LEARNING TIME

## TEACHER'S NOTES

level - A1+/A2

### How to use the set

The aim of these vocabulary games is to either teach or check how much your ss know. There are many visual activities that help ss learn and reinforce their knowledge. You can start with simple recognition exercise - flashcards and later gradually give ss more practice with new words to help them remember them. T can use each activity separately or combine them any way they want. The activities are ordered according to the natural progression from simple recognition of the images through memorization and finally to retention of the words.

### ACTIVITIES

**The fridge and the pantry** - presentation - The ss get the image of many items placed in the fridge and in the pantry. Hovering over the image shows them a correct sentence identifying the item. Ss should name the product or read sentence for practice

**Flashcards** - The idea of the exercise is the same as the previous one, but this time T elicits the words from the ss. By flipping the image, the ss can listen to the word and repeat it.

**Word Match** - Ss get the image of the fridge and later the pantry with the products placed in them. They need to match the names to the products. If the ss don't do it within 2 minutes they need to restart the activity. This setting encourages ss to focus more in order to complete the activity. When ss have completed the exercise successfully, T can ask the ss to talk about the fridge and the pantry using **There is / There are** structure.

**What's the food?** - This is a written practice, a check of what ss remember and a spell check of the vocabulary. There are **two** sets of words that ss can practice. The exercise is instantly checked so ss know immediately if they make a mistakes.

**Semi-Bingo** - It's another matching exercise but this time, ss first see the words and match the images to them. There is a timer which limits ss time to think.

**Shopping list 1/2/3** - It's a fun matching activity where ss need to match the images to the items on their shopping list. When completed, the ss can repeat one more time what they have got on their shopping list. There are 3 lists to complete.

**Find the difference 1/2** - It's a traditional game where ss need to locate differences in the images. There are 10 differences to find in each image. Target language - **there is/ there are - there isn't / there aren't**

**The Weird Dinner project** - reading and writing exercise - ss need to write the correct names of the products they see in the text. This way they can see the use of the words in longer context.

The symbols are represented by different icons but  
they have the same function

## SYMBOLS AND NAVIGATION



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show the GREAT JOB! sign  
to finish the activity

*Have Fun!!*

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