

Worksheet 1: Places in a town**Using the worksheet**

- This worksheet practises town words: *park, playground, hospital, cinema, swimming pool, bus stop, shop, zoo, school, train station, café, street.*
- Students look at the pictures and find the words in the word search. (The words go across and down.) Then they label the pictures.
- Provide students with squared paper and ask them to make their own word search. Then they swap puzzles with a partner.

KEY: Activity 1: 2 park, 3 playground, 4 hospital, 5 bus stop, 6 zoo, 7 school, 8 shop, 9 swimming pool, 10 train station, 11 café, 12 street

h	o	s	p	i	t	a	l	p	
b		w	l	r					a
u		i	a	s	a				r
s		m	y	c	i				k
s		m	g	h	n				
t		i	r	o	s	h	o	p	
o		n	o	o	t				
p		g	u	l	a				
		p	n	s	t	r	e	e	t
z	o	o	d		i				
		o			o	c	a	f	é
		l	c	i	n	e	m	a	

Activity 2: Students' own answers.

Optional follow-up activity: Demonstrate how to play House. Write dashes to represent one of the town words on the board, e.g. _____ (street). Students take it in turns to guess the letters. If they guess a letter correctly, write the letter in the word. If the guess is incorrect, start to draw a house. (This house should be drawn line by line with four straight lines for the walls, two diagonal lines for the roof and three lines for the door.) The first person to guess the word takes the next turn. If the house is complete before all of the letters of the word have been guessed, you win. Students can play the game in groups.

Worksheet 2: Has your town got a school?**Using the worksheet**

- This worksheet practises asking and answering questions with *has got* and places in a town.
- Students can work individually or in pairs. They use the picture of the town to complete the dialogue.
- Ask students to imagine what Zula is like and write questions. Students can then work in pairs and take turns to ask and answer the questions by pretending to be Zulu.

KEY: Activity 1: 3 Yes, it has. 4 Yes, it has. 5 No, it hasn't. 6 Yes, it has; Activity 2: (Possible questions: 2 Has Zula

got a playground? 3 Has Zula got a zoo?
4 Has Zula got a train station?)

Optional follow-up activity: Students draw a picture of Zula. Then they write sentences about it, e.g. *Zula has got three playgrounds.* Display their work.

Worksheet 3: It's next to ...**Using the worksheet**

- This worksheet practises prepositions of place and places in a town.
- Students read the sentences and draw pictures to illustrate them. Students can compare their work with a partner.
- Then students write sentences about where things are in a different town.
- Students work in pairs. Student A reads his/her sentences to Student B. Student B listens and draws. Students swap roles. Then they compare their pictures.

KEY: Activity 1: Students' drawings to show: 1 The café is next to the train station. 2 There's a park behind the school. 3 The cinema is between the shop and the swimming pool. 4 There's a street in front of the park; Activity 2: Students' own answers.

Optional follow-up activity: Demonstrate how to do a group picture dictation. Dictate a sentence for all of the students to draw, telling them to start in the centre of the page, e.g. *In our town, there's a sweet shop.* Pause while students draw. Continue with *There's a fruit shop next to the sweet shop. There's a park behind the shops.* Ask a volunteer to dictate the next sentence. The dictation continues. Students compare their drawings at the end.

Worksheet 4: Town planning**Using the worksheet**

- This worksheet practises using *has got* and prepositions. It also gives students the opportunity to do project work together and create a piece of art.
- Students work in groups. Tell them that they are going to design a new town on an island. Ask them to list the things that their town has got. Encourage them to be creative and help with new vocabulary. Get them to use the picture frame to plan where the different things in the town should go.
- Students draw and colour or paint their town on A3 paper. Then they think of a name for their new town.

Optional follow-up activity: Students present their towns to the class, e.g. *In my town, there's a fish shop next to the sea.* The class vote on the town that they would most like to live in.