



EVROPSKÁ UNIE
Evropské strukturální a investiční fondy
Operační program Výzkum, vývoj a vzdělávání



Projekt „Místní akční plán rozvoje vzdělávání v ORP Zlín II“ je spolufinancován Evropskou unií.
Registrační číslo projektu: CZ.02.3.68/0.0/0.0/17_047/0009039

The Alphabet Tricks Game (extended worksheet of the video)

Prepared by Sampson Agyapong.

Part 1: Individual tasks (ideal for 1st – 6th classes)

- **Note: The English teacher should help the pupils whose English vocabulary is limited to this exercise.**

Write your answers for the following tasks:

1. Write nine (9) things you can find in the kitchen.
2. Write two (2) names of countries beginning with the letter “C.”
3. Write five (5) names of pets that you know.
4. Write seven (7) names of fruit and vegetables that are red in colour.
5. Write ten (10) words (no names) that begin with the letter “A.”
6. Write three (3) words (no names) that have double “L” in it. e.g. *well* etc.
7. Write one (1) word (no names) that has the letter “Q” in it.
8. Write ten (10) names of animals that live in water and ten (10) names of animals that live on land.
9. Write eight (8) things that you can find in the classroom.
10. Write seven (7) English names you know.
11. Write nine (9) words (no names) that end with the letter “E.”
12. Write three (3) words (no names) that begin with the letter “O.”

This worksheet is licensed under CC BY-SA 4.0.

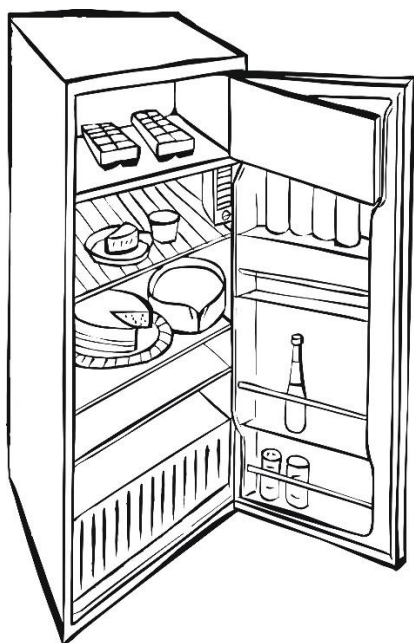
<https://creativecommons.org/licenses/by-sa/4.0/legalcode>



The Alphabet Tricks Game (extended worksheet of the video)
Prepared by Sampson Agyapong.

Part 2: Pair Work (ideal for 4th – 6th classes): Drawing and Labelling.

Instructions: Pupil A draws an animal, a fruit/vegetable or an item for Pupil B to label what it is. If the name of the drawing is more than a three-letter word/name, the pupil who drew it should give a letter hint either at the beginning, in the middle or at the end of the name or word. This is to help the other pupil(s) to guess what the name or word could be as some drawings might be difficult to identify. e.g. fridge (f-----, ---d-- or -----e) etc.



f _ _ _ _ _ / _ _ _ d _ _ / _ _ _ _ _ e

Figure. 1.0 - a fridge