

Quiz

In the table below we have included six games, adapted from various sources. Read them and decide which of the activities (a-g) listed in the box match each game. In one case, there are two matching activities.

When you have finished compare your answers with our views.

Games	Activities involved
1. Tell children there is a hidden treasure in the school and that they are going to find it. Give them a series of written clues which they have to follow, in groups, to find the treasure.	<ul style="list-style-type: none"> a. Transferring information b. Following written instructions, problem solving c. Sorting d. Drawing e. Sequencing f. Guessing g. Matching
2. One child thinks of a word and writes dashes on the board to represent each of its letters. The rest of the children have to guess the letters.	
3. Ask learners to colour a picture using colours given as code (eg. R=red)	
4. Use picture cards and play word Bingo	
5. Have a large pack of cards with parts of a story on each one of them and two "End cards". Learners work in groups. Give one card to each learner from the group and put the remaining cards on a pile in the middle. Play the cassette with the story. Learners try to reconstruct the story. If they do not have a card they pick one from the pile. The winner is the group who find "the End card" and complete a "logical" story.	
6. Learners in groups have one pack with pictures (4-6) of equipment for well known sports. There is a pile of cards in the middle. One child of each team asks children in the next team about an item (eg. <i>I want to play tennis. Have you got a racquet?</i>). If the answer is "Yes" he /she takes the card. If the answer is "No" he/ she may choose a card from the pile.	

Answer

Games	Activities involved
1. Tell children there is a hidden treasure in the school and that they are going to find it. Give them a series of written clues which they have to follow, in groups, to find the treasure.	(b) Following written instructions, problem solving
2. One child thinks of a word and writes dashes on the board to represent each of its letters. The rest of the children have to guess the letters.	(f) Guessing
3. Ask learners to colour a picture using colours given as code (eg. R=red)	(d) Drawing
4. Use picture cards and play word Bingo	(g) Matching
5. Have a large pack of cards with parts of a story on each one of them and two "End cards". Learners work in groups. Give one card to each learner from the group and put the remaining cards on a pile in the middle. Play the cassette with the story. Learners try to reconstruct the story. If they do not have a card they pick one from the pile. The winner is the group who find "the End card" and complete a "logical" story.	(a) Transferring information (e) Sequencing
6. Learners in groups have one pack with pictures (4-6) of equipment for well known sports. There is a pile of cards in the middle. One child of each team asks children in the next team about an item (eg. <i>I want to play tennis. Have you got a racquet?</i>). If the answer is "Yes" he /she takes the card. If the answer is "No" he/she may choose a card from the pile.	(c) Sorting