

**Програма літнього мовного
табору для учнів 6 класу**

Пояснювальна записка

Якісне навчання дітей іноземним мовам у контексті європейської інтеграції України та наближення до європейських стандартів є пріоритетом Міністерства освіти і науки України. Вектор удосконалення навчальних програм з різних предметів, у тому числі з іноземних мов, має першочергове значення. Один із нестандартних підходів для забезпечення якісного навчання дітей мовам — це створення літніх таборів з іноземних мов.

Такі табори покликані спонукати школярів практично застосовувати знання з мов, отриманих протягом навчального року. У таборах діти матимуть можливість спілкуватися іноземними мовами та застосовувати їх у різних формах діяльності (ігрових і концертних програмах, театральних виставах тощо).

Літні мовні табори будуть проводитися під час найдовших канікул, коли школярі потребують відпочинку. Саме тому вивчення іноземних мов у жодному разі не повинно перетворюватися на продовження навчального процесу. Основна мета мовних таборів — **зацікавити учнів** іноземними мовами та сприяти самостійній підготовці вдома.

Завдання мовного табору – показати дітям інший, відмінний від шкільного стиль викладання, де акцент ставиться на практичній частині та знаннях, які можна застосувати пізніше і в інших областях. Це дуже відрізняється від звичного багатьом батькам теоретичного підходу до освіти. Саме через таку діяльність діти істотно розширюють свій кругозір і дізнаються багато нового.

Підбір завдань мовного табору відбувається на основі загальних вимог до рівня знань учнів 6 класу, а також згідно до рекомендацій та навчальних планів Міністерства освіти України (див. табл. 1).

1. Icebreakers

1) Names and adjectives

Participants think of an adjective to describe how they are feeling or how they are. The adjective must start with the same letter as their name, for instance, “I’m Henri and I’m happy”. Or, “I’m Arun and I’m amazing.” As they say this, they can also mime an action that describes the adjective.

2) Three truths and a lie

Everyone writes their name, along with four pieces of information about themselves on a large sheet of paper. For example, ‘Alfonse likes singing, loves football, has five wives and loves PRA’. Participants then circulate with their sheets of paper. They meet in pairs, show their papers to each other, and try to guess which of the ‘facts’ is a lie.

3) Match the cards

The facilitator chooses a number of well-known phrases, and writes half of each phrase on a piece of paper or card. For example, they write ‘Happy’ on one piece of paper and ‘Birthday’ on another. (The number of pieces of paper should match the number of participants in the group.) The folded pieces of paper are put into a hat. Each participant takes a piece of paper from the hat and tries to find the member of the group with the matching half of the phrase.

4) Space on my right

Participants are seated in a circle. The facilitator arranges for the space on his/her right to remain empty. They s/he asks a member of the group to come and sit in the empty space; for example, “I would like Lili to come and sit on my right”. Lili moves and there is now a space on the right of another participant. The participant who is sitting next to the empty space calls the name of someone different to sit on his or her right. Continue until the entire group has moved once.

5) What we have in common

The facilitator calls out a characteristic of people in the group, such as ‘having children’. All those who have children should move to one corner of the room. As the facilitator calls out more characteristics, such as ‘likes football’, people with the characteristic move to the indicated space.

6) Who are you?

Ask for a volunteer to leave the room. While the volunteer is away, the rest of the participants decide on an occupation for him/her, such as a driver, or a fisherman. When the volunteer returns, the rest of the participants mime activities. The volunteer must guess the occupation that has been chosen for him/her from the activities that are mimed.

7) The sun shines on...

Participants sit or stand in a tight circle with one person in the middle. The person in the middle

shouts out “the sun shines on...” and names a color or article of clothing that some in the group possess. For example, “the sun shines on all those wearing blue” or “the sun shines on all those wearing socks” or “the sun shines on all those with brown eyes”. All the participants who have that attribute must change places with one another. The person in the middle tries to take one of their places as they move, so that there is another person left in the middle without a place. The new person in the middle shouts out “the sun shines on...” and names a different color or type of clothing.

8) Family members

Prepare cards with family names. You can use different types of professions, such as Mother Farmer, Father Farmer, Sister Farmer and Brother Farmer. Or you could use names of different animals or fruits. Each family should have four or five in it. Give each person one of the cards and ask everyone to walk around the room. Explain that when you call out, “family reunion”, everyone should try to form a ‘family group’ as quickly as possible.

9) Who am I?

Pin the name of a different famous person to each participant’s back, so that they cannot see it. Then ask participants to walk around the room, asking each other questions about the identity of their famous person. The questions can only be answered by “yes” or “no”. The game continues until everyone has figured out who they are.

2. Playground activities «Рухливі заходи на майданчику». Tag games.

1) Drop The Handkerchief «Гра з хусткою»

- **What’s Needed:** 4 or more players; a handkerchief
- **How to Play:**
 - Have group sit in a circle facing inward.
 - Choose one player to be “It.”
 - “It” walks around the outside of the circle singing:
 - **Song:**
 - **A-tisket, a tasket,**
 - **A green and yellow basket.**
 - **I sent a letter to my mom,**
- When the song ends, "It" holds up the handkerchief and asks “Do you see it?” The players shout “Yes,” and close their eyes.
- “It” makes noises while walking around the circle, (i.e. sniffing, humming), drops the handkerchief and shouts “LOOK!”
- Players in the circle look behind them. The player with the handkerchief behind him/her picks it up and chases “It” around the outside of the circle. He/she tries to touch “It” with the handkerchief, before “It” can sit in the space left by the person with the handkerchief.

- And on the way I dropped it.
 - I dropped it, I dropped it,
 - I dropped my yellow basket.
 - A little boy, he picked up
 - And put it in his pocket.
- If the player with the handkerchief misses, he/she becomes “It,” begins the chant, and drops the handkerchief as above.

2) Old Mother Witch «Старенька Відьма»

What’s Needed: Unlimited players

How to Play:

- Choose a person to be the “witch.”
- The “witch” walks, stooped over with players walking behind her chanting:

Old Mother witch
 Couldn’t sew a stitch.
 Picked up a penny,
 And thought she was rich

The “witch” stops and asks, “Are you there my children?”

- If the group says “No,” they repeat the walk and chant.
- If the group says “Yes,” the “witch” turns with a screech, and the other players scatter.
- Whomever the “witch” touches becomes the new “witch” and the game starts over.

3) Around the World «Довкола світу»

What’s Needed: 4 or more players

Different coloured paper or coloured stones etc., for each player

How to Play:

- The players form a circle.
- Give players a piece of coloured paper.
- The leader calls out a colour.
- Players with that colour run clockwise around the outside of the circle.
- The player who returns to his/her place first is the winner.
- Another colour is called.

- After calling all colours, have players exchange colours.

4) Fisherman «Рибалка»

What's Needed: 8 or more players

How to Play:

- Divide the group into pairs and give each pair the name of a fish.
- Have one person from each pair go to opposite sides of the playing area.
- Select one player to stand in the middle between the two groups. He/she is the “fisherman.”
- The other players hold hands with the other members of their group to form a circle.
- The “fisherman” calls the name of a fish and the player from each circle with that fish name leaves the circle and races to join the other circle.
- The “fisherman” tries to tag someone.
- If the “fisherman” tags someone, the person tagged becomes the new “fisherman” and the original “fisherman” takes that person’s place in his/her group. Each person retains his/her original fish title.
- The game starts again.

5) In the River, On the Shore «У річці, на березі»

What's Needed: 4 or more players

A boundary line

How to Play:

- Label one side of the line the “shore” and the other side the “river.”
 - Players should begin standing on the “shore.”
 - Select a caller. The caller will say “On the shore,” or “In the river,” and players have to jump to the right side of the line.
 - The leader can also call “In the shore,” or “On the river.” If anyone jumps for these commands, he/she is out.
- The last player becomes the new caller.

2. Playground activities «Рухливі заходи на майданчику». Play-the-ball games.

1) Alphabet Sequence

What's Needed: 15-30 players

One large bouncy ball

How to Play:

- Players form a large circle.
- The first person with the ball says “A” and says a word that starts with the letter a.
- The player tosses the ball to another player. This player says “B” and a word that begins with the letter b.
- The game continues until you reach Z.

Variations:

- Choose topics such as food, animals, places etc.

2) Animal Toss

What's Needed: 6 or more players

Soft ball

How to Play:

- All players form a circle.
- Pick a player to stand in the center of the circle holding the ball.
- The player in the center says the name of an animal and throws the ball to someone.
- The player who catches the ball has five seconds to say if the animal belongs on land, sea or air.
- If the player drops the ball or can't name its location, he/she imitates the animal.
- If the player is right, then he/she moves to the center of the circle.
- Remember to count the five seconds out loud as a group.

3. Word games

1) Ice Cream

What's Needed: 2 or more players

Hard top surface or chalk board

How to Play:

- The object is to guess the word before the nuts, or toppings are put on the ice cream.
- The “ice cream maker” picks a word and marks the spaces for the letters on a paved area (i.e. _ _ _ _ _ _).
- Each of the other players takes a turn guessing a letter.
- If the letter is correct, that letter is filled in the space (i.e. _ _ _ _ _ e (bottle)).
- For each incorrect letter, the ice cream is “built.”
- Draw a cone and with each incorrect letter, add a scoop of ice cream.
- If the word is long, you may say “toppings” before the game starts and add nuts, cherries or whipped cream, drawing each section as the players miss letters.
- Whoever guesses the word becomes the next “ice cream maker.” If no one guesses, the “ice cream maker” may select who will be the next “ice cream maker.”

2) Chicken Pickens

What's Needed: 8 or more players

How to Play:

- Players sit in a circle. Choose one person to sit in the middle.
- The group chooses a topic and the players pass the rubber chicken around the circle.
- The person in the middle has to say as many things as they can that fit into that topic but can only talk while the chicken is being passed (i.e. Fruits: apples, oranges, grapes etc.).
- When the chicken gets back to the first person, the player in the middle stops talking and trades places with someone.
- The player who can name the most items for the topic is the winner.

4. Flags

Flags is a get-to-know-you activity, helping young people express what's important to them or more about themselves. Provide large sheets of paper, crayons, markers and paints. Ask each young person to draw a flag which contains some symbols or pictures describing who they are, what's important to them or what they enjoy. Each flag is divided into 4 or 6 segments. Each segment can contain a picture i.e. favourite emotion, favourite food, a hobby, a skill, where you were born, your family, your faith. Give everyone 20 minutes to draw their flags. Ask some of the group to share their flags and explain the meaning of what they drew.

5. People Bingo

Great for new groups. Make a 5 by 4 grid on a piece of card and duplicate for everyone in your group. Supply pens or pencils. Each box contains one of the statements below. Encourage the group to mix, talk to everyone to try and complete their card. If one of the items listed on the bingo card relates to the person they are talking with, have them sign their name in that box. End the activity after 10 minutes and review some of the interesting facts the group has discovered about each other. You can add your own statements appropriate for your group.

Has brown eyes

- Has made the longest journey
- Has eaten the weirdest food
- Plays Tennis
- Is wearing blue
- Speaks a foreign language
- Knows what a muntjak is (it's a small deer)
- Plays a musical instrument
- Has 2 or more pets
- Has been to the most foreign countries
- Hates broccoli
- Has 2 or more siblings
- Name begins with an 'S'
- Loves Chinese food
- Loves to ski
- Knows what a quark is (A quark is a tiny theoretical particle that makes up protons and neutrons in the atomic nucleus. So there!)
- Loves soccer
- Likes to get up early
- Someone who's favourite TV show is CSI
- Someone over 6ft tall

6. Supermarket

The first player says: "I went to the supermarket to buy an Apple (or any other object you can buy in a supermarket that begins with an A). The next player repeats the sentence, including the "A" word and adds a "B" word Each successive player recites the sentence with all the alphabet items, adding one of his own. For example; I went to the supermarket and bought an Apple, Banana, CD, dog

food, envelopes, frozen fish'. It's not too hard to reach the end of the alphabet, usually with a little help! Watch out for 'Q' and 'X' ☺

7. Word link

This is a word association game. Ask the group to sit in a circle. The first person starts with any word they wish i.e. red. The next person repeats the first word and adds another word which links to the first i.e. tomato. The next person repeats the previous word and add another word link i.e. soup, and so on. To keep this moving, only allow five seconds for each word link.

8. Newspaper puzzle

Divide into teams of five or six people and give each group a copy of the SAME newspaper. Ask them to spread the newspaper out in front of each team. Describe a particular advert, article, fact or picture from the paper and the group has to find it, rip it out and bring it to you. The first team to bring it gets a point. Continue calling out items and the winning team is the one with the most points. Watch the paper fly

9. Color touch game

You need:

Large color cards (JTE)

The student says a color, students find that color somewhere in their classroom and touch it.

10. Charade Race– for large groups

Object- to see which team can guess the series of words given the fastest.

The game facilitator will have cards of categories such as sports, kitchen, school, business, and routines. On each category card, there will be words that fall under that category. For example, "school" would have words like desk, computer, pencil, paper.

Divide the group into groups of 5 or 6. At the starting signal, each team sends one person to the facilitator to receive a word. They then race to their team and act out the word. The person who guesses, or the next person in line, races out to get the next word. Use 7 words for each team. The first team to finish wins. It may be helpful to have different lists for each team to avoid getting hints from other teams.

11. Do this, do that

Formation: Scattered

Players: Entire class

Supplies: None

One child is the leader and performs various movements, accompanied by commands of “Do this” or “Do that”. All players execute the movements accompanied by “Do this.” If the directions are “Do that,” no one is to move. Those who move at the wrong time are eliminated and sit down in place. The game continues until some of the children have been eliminated. The game is then re-formed with another leader, who is selected from the children who were not caught.