



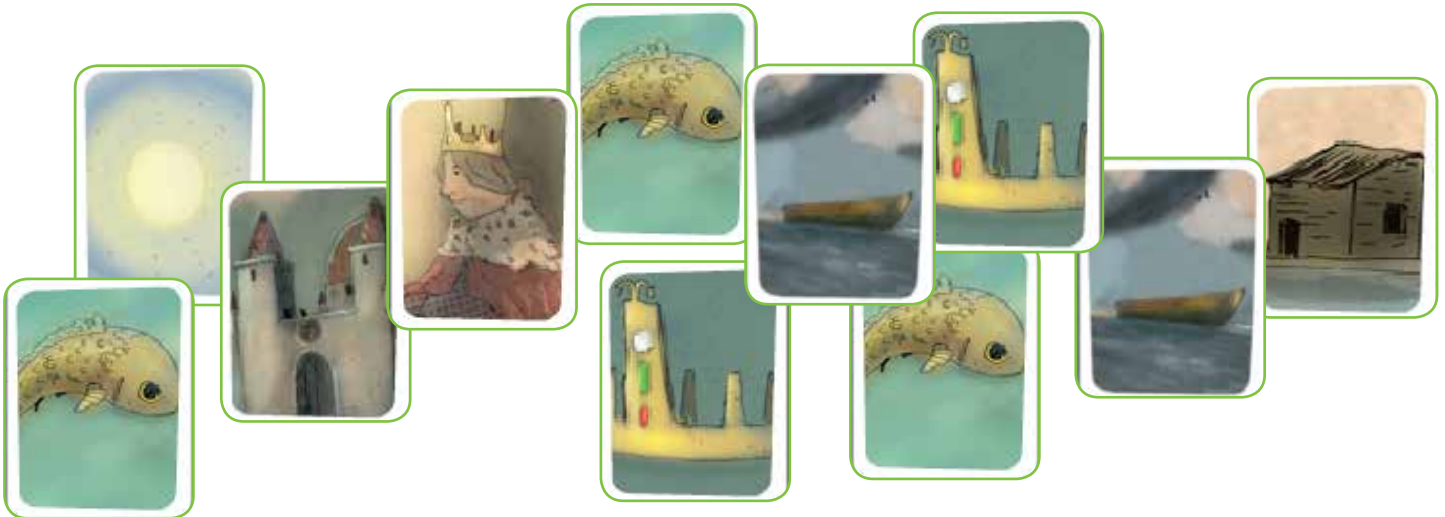
S Cambridge YLE: Starters Speaking

This worksheet includes activities to practise for Cambridge Young Learners English: Starters Speaking Test.

S 1 Speaking Practice: Answering questions about a picture



Ask pupils to look at this collage. Ask these questions.



- Is there a hut?
- Is there a castle?
- How many fish are there?
- How many queens are there?
- How many boats are there?
- Is the sun by the castle?
- Is the queen by the castle?
- Is the boat by the fish?
- Is the fish green?
- Is the boat red?
- Is the castle big?

Give pupils a minute to look carefully at the picture. Then ask them to close their books. Ask the questions again and see if pupils answer the questions from memory

S 2 Speaking Practice: Making statements about a picture



Ask pupils to work in pairs, to look at the picture, and to write 5 statements about the picture, e.g. *There are 2 castles. The fish is yellow. The queen is by the castle.*

The boat isn't by the castle, etc.

Then tell them to show their statements to another pair. The other pair must say whether the statements are true or false. Less confident pupils can do the task with the picture; more competent pupils can try to do it from memory, without looking at the picture.



S 3 **Speaking practice: Cumulative memory game:**



Say to the class:

I'm the fisherman's wife. I'm greedy. I want: (mime thinking)... a nice house.

Get pupils to repeat this: *I'm the fisherman's wife. I'm greedy. I want a nice house.*

Now say: *I'm the fisherman's wife. I'm greedy. I want a nice house and (mime thinking)...*

Get pupils to suggest things, e.g. *a castle.*

Say: *I'm the fisherman's wife. I'm greedy. I want a nice house and a castle.*

Point to one pupil and encourage them to think of another item, e.g. *a crown.*

Say: *I'm the fisherman's wife. I'm greedy. I want a nice house, a castle and a crown.*

Get the class to repeat.

Point to another pupil and encourage them to think of another item, and encourage them to use their imagination to think of an item not in the story, e.g. *a big bed, a car, a new hat, a TV, new shoes, etc..*

Say: *I'm the fisherman's wife. I'm greedy. I want a nice house, a castle, a crown. and a big bed.*

Get the class to repeat.

Continue, asking children to add more and more new items.

Continue adding items to the phrase until it becomes too long for children to remember; then start again.

S 4 **Speaking practice: mime game**



Mime shouting and ask: *What am I doing?*

Encourage pupils to ask you questions, e.g. *Are you talking? Are you eating?*

Are you shouting?

Answer: *No, I'm not* or *Yes, I am*, as appropriate.



Mime other verbs, such as:

catching, eating, finding, giving, jumping, pointing, saying, seeing, sitting, taking off (e.g. taking off a hat), throwing, waking up.

Let pupils play the game in small groups of three or four *people* or – if your class is not very big – play it as a class game, maybe as a team game.

S 5 **Personalisation: Complete sentences about yourself**



Ask pupils what they know about the fisherman - not what happens in the story, just what they know about his life.

Possible answers are:

He lives in a hut.

He lives by the sea.

He goes fishing every day.

He's got a boat.

He's got a greedy wife.

He's afraid of his wife.

He's old.

He's got a hat.



Now ask pupils to think of what they can say about themselves in English. Give them prompts if necessary, and write the prompts on the board:

<i>I'm</i>	<i>I can</i>
<i>I live in</i>	<i>I can't</i>
<i>I like</i>	<i>I'd like</i>
<i>I don't like</i>	<i>I've got</i>

Ask pupils to write as many sentences about themselves as they can. Circulate round the class, helping where necessary.



6 **Commands game**

Give a few commands to the class, e.g.

Jump!

Sit down!

Clap your hands.

Now explain that you are going to play a game. You will give commands, and pupils must obey them if you say *'please'*. If you do not say *'please'* they must ignore the command, and not do what you say.

Start the game. Say:

Point to the door, please.

Point to the window, please.

Stand up.

Any pupils who obey the last command are now 'out' of the game. They should not have obeyed the command, because you didn't say *'please'*.

Continue the game, with pupils going out of the game when they make a mistake. Play until only one (or a few) pupils are left in the game. They are the winners.

Start again and play the game again.

Suggested commands: (explain that pupils will have to mime some of the commands)

throw a ball

say 'hello'

eat breakfast

give your friend a present

jump

hop

point to the....

say 'goodbye'

say your name

sit down

stand up

take off your hat

wake up

sleep

read a book

wash your hands

shout



S 7 **Speaking practice: Rhyme**



Read the first verse of the rhyme. Repeat it several times.

Say the verse again, pausing just before the end of each line and asking the class what comes next:

I'm a.....

I live by the.....

I'm not a.....,

I don't want things for.....

Now ask pupils: *Who does the fisherman wants things for?* Elicit the answer: *his wife..*

Read verse 2 and repeat several times, Check pupils understand it.

Now say verse 2, pausing just before the end of each line for pupils to supply the last words of each line: *greedy man / life / me / wife*

Now say verses 1 and 2 and encourage pupils to join in as much as they can.

Talk about the things in the story that the wife wants, and then read verse 3 and verse 4. Say them several times, and do the same 'pausing exercise' as with verses 1 & 2, pausing for pupils to supply the last word of each line.

Say all 4 verses together with the class. Stop at 4 verses – do not try to teach more as pupils will not be able to remember the rhyme and will become bored.

Next lesson, revise the first 4 verses of the rhyme. Do the 'pausing' exercise to see how much they can remember. Then say the 4 verses together with the class.

Ask pupils if they think the wife is happy and content. Do they think she will ever be content? Do they think she is content being married to a fisherman?

Read verse 5 and teach it in the same way as the other verses.

Then ask pupils if they think the fisherman is happy and content being married to his greedy wife.

Read the last verse.

Finally say all the verses together with the class.

Return to the rhyme in a few weeks time. Read it and let pupils join in with as much as they can remember.

Verse 1:

I'm a fisherman

I live by the sea.

I'm not a greedy man,

I don't want things for me.

Verse 2:

I'm not a greedy man.



***I'm happy with my life.
I don't want things for me,
I want things for my wife.***

Verse 3:

***She wants a big castle
She wants to be queen
She wants a crown
She wants everything!***

Verse 4:

***She wants new clothes,
She wants a gold ring
She wants new shoes.
She wants everything.***

Verse 5:

***She wants lots of money.
She wants everything.
She doesn't want a fisherman
She wants a king!***

Verse 6:

***But I'm not greedy.
I'm happy with my life.
I don't want things for me,
And I don't want my wife!***