





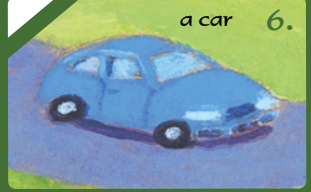



Transport Information

Fill in the Gaps

 <p>1. a bicycle</p>	<p>2.</p>
<p>3.</p>	 <p>4. a plane</p>
 <p>5. a ship</p>	<p>6.</p>
<p>7.</p>	 <p>8. a helicopter</p>

<p>1.</p>	 <p>2. a train</p>
 <p>3. a bus</p>	<p>4.</p>
<p>5.</p>	 <p>6. a car</p>
 <p>7. a lorry</p>	<p>8.</p>

This game encourages students to think about the different features of various modes of transport. Students will work collaboratively, forming aural descriptions accurate enough for their partners to be able to identify the vehicle being described.

Suitable for students aged 5+

Learning Outcome: Students will have reinforced their knowledge of different modes of transport and will also have practised their use of descriptive language. They will be able to narrate and record their findings onto TalkingPEN.

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Transport Information

Fill in the Gaps



Touch arrow to begin,
then i for information

Developed by Collaborative Learning
Illustrations from Mantra Lingua's Bilingual Talking Dictionary

Theme: Transport

Age range: 5+

Context:

This game encourages students to think about the different features of various modes of transport. Students will work collaboratively, forming aural descriptions accurate enough for their partners to be able to identify the vehicle being described. You may have other forms of transport that you wish to include, so we have included some blank Transport Boards.

If you find ways to develop this activity or add different modes of transport, please send them to the address below so that we can expand our library.

HOW TO PLAY:

There are two sets of two Transport Boards, as well as a blank set.

Players work in pairs to complete their Transport Boards. Within a pair, one player is given sheet A and the other is given sheet B (same colour borders).

Players take turns to ask about the missing forms of transport on their sheet. They can only ask questions that can be answered "yes" or "no".

Players can use a note pad to write down the facts they have found out, or you can make photocopies of the boards and let them write in the gaps on the photocopies. Once a player has guessed the correct mode of transport, they can write it onto the photocopy or record it onto their main Transport Board.

The first player to have completed their sheet is the winner.

As an extension you could use the blank boards, and ask children to make their own Transport Boards using more unusual forms of transport.

At the end of a game students can record their findings aurally onto TalkingPEN to share with others. Teachers may combine the best recordings for sharing or keep them for assessment.

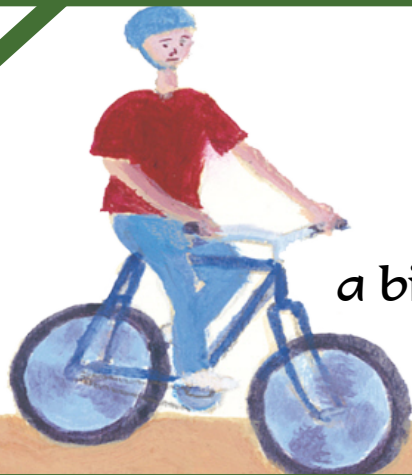
Learning Outcomes:

Students will be able to describe different modes of transport and narrate and record their findings onto TalkingPEN.

If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

Mantra Lingua Ltd, Global House, 303 Ballards Lane, London N12 8NP 0044 (0) 208 445 5123

1.



a bicycle

2.

3.

4.



a plane

5.

6.

a ship



7.

8.



a helicopter

1.

2.



a train

a bus

3.

4.



5.

a car

6.

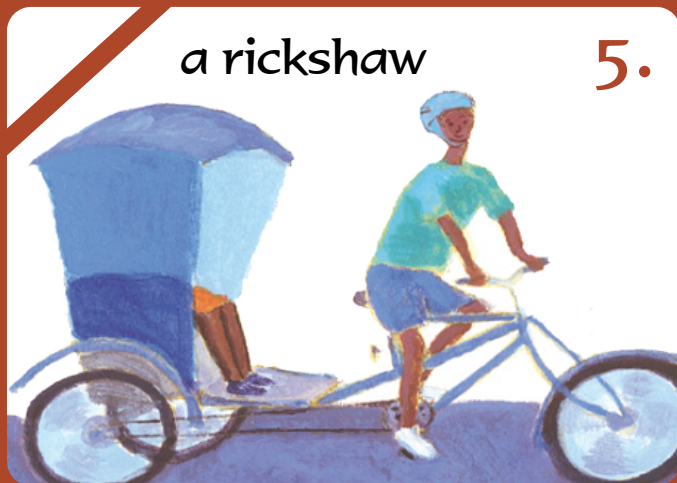
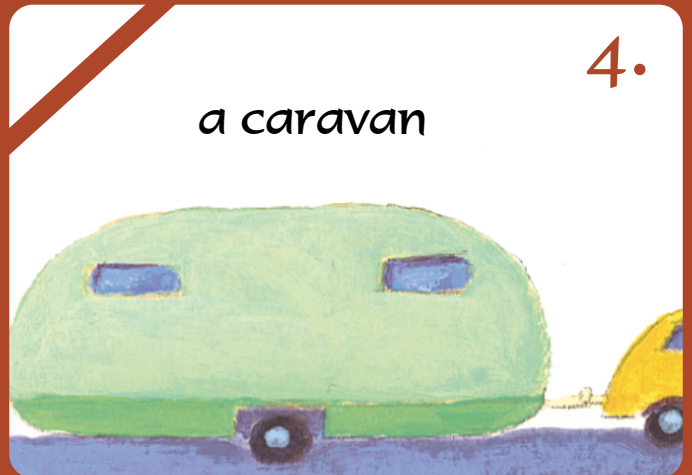
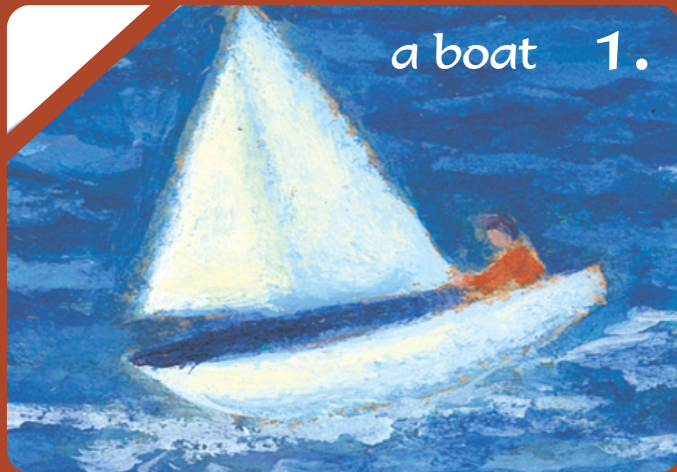


a lorry

7.

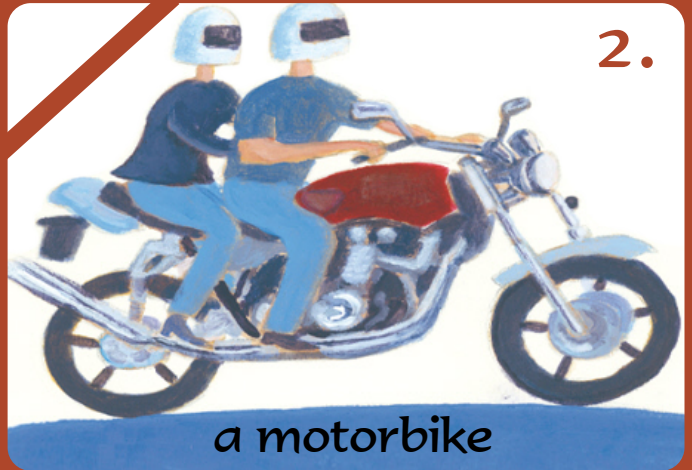
8.





1.

2.



3.

4.



5.

6.

a skateboard



7.

8.



Transport Information - Sheet A

1.

2.

3.

4.

5.

6.

7.

8.

Transport Information - Sheet B

1.

2.

3.

4.

5.

6.

7.

8.