

Don't Cry Sly Fox

Track & Matching Game



This activity incorporates a track game and a matching/bingo game, designed to reinforce vocabulary. The theme is food, and the game is given a context using the story "Don't Cry Sly". Students collect cards which have the names of various food items and match them to the pictures on their boards.

Suitable for students aged 5+

Learning Outcome: Students will be able to name and recognise the various food items mentioned in the story "Don't Cry Sly". They will have had the opportunity to practise language structures as outlined in the core text information.

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Don't Cry Sly Fox

Track & Matching Game

Developed by Collaborative Learning
Illustrated by Richard Johnson

Theme: Food
Age range: 5+

Context:

This activity incorporates a track game and a matching/bingo game, designed to reinforce vocabulary. The theme is food, and the game is given a context using the story "Don't Cry Sly". If you further develop this activity please send your ideas to the address below to help us expand our library.

Preparation:

Print out the A4 sheets. If possible, laminate the 'Track Game Board' and the 'Larder Boards' and cover the pages of 'Food Cards' with 'clear pvc self adhesive book cover film'. Then cut them out. You will also need a die and two counters.

HOW TO PLAY:

This is a game for two players or four players working in pairs. One player/pair takes the blue Larder Board and the other takes the purple one. Shuffle the Food Cards and place them in a pile face down.

1. Each player/pair puts their counter next to the START position on the Track Game Board.
2. Take turns to throw the die and move your counter in either direction around the board. If you land on a 'cup cake truck' you can pick up a Food Card from the top of the pile. The Food Cards represent ingredients to make the 'mock chicken'.
3. Place the Food Card in the correct position on your Larder Board. If you already have that card, put it back at the bottom of the pile.
4. The first player/pair to collect all the ingredients and fill their Larder Board wins.

Learning Outcomes:

Students will be able to name and recognise the various food items mentioned in the story "Don't Cry Sly". They will also have familiarised themselves with the spellings of the words. They will have had the opportunity to practise language structures as outlined in the core text information. If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com.

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from www.mantralingua.com. Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)

oranges

sweetcorn

pasta

tomatoes

dinner

chicken

apples

bananas

cauliflower

carrots

grapefruit

grapes

oranges

sweetcorn

pasta

tomatoes

oranges

sweetcorn

pasta

tomatoes

dinner

chicken

apples

bananas

cauliflower

carrots

grapefruit

grapes

cauliflower

carrots

apples

bananas

Don't Cry Sly Fox - Track Game Board

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Don't Cry Sly Fox - Larder Board



Don't Cry Sly Fox - Larder Board

