

AU MANITOBA ON S'AMUSE EN FRANÇAIS



mai

J'ai gagné : au zoo

Learning situation: To name zoo animals that have been modelled by the teacher using the linguistic structure, **Voici...** and to interact with classmates using the appropriate game vocabulary such as, **Passé-moi le dé, s'il te plaît., Dommage., Bravo., Merci., De rien., J'ai gagné!**

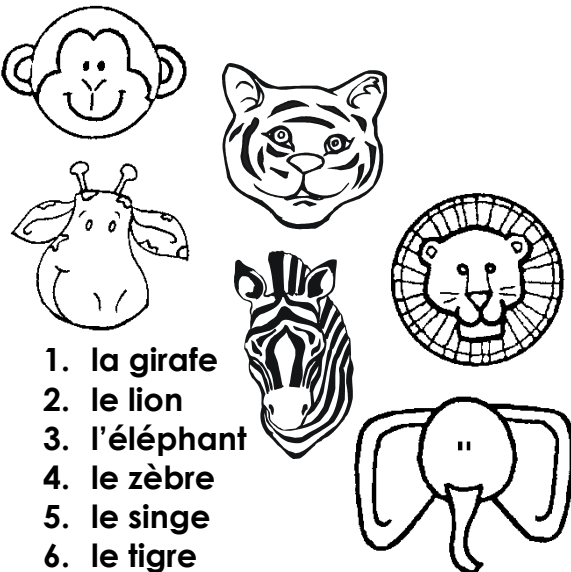
Teacher modelling and oral interaction:

- The teacher models the process of the activity with the group as a whole, reminding students how to roll the die, how to wait their turns, how to listen to others, and how to use the vocabulary in complete sentences.
- The students are divided into groups of three. Each group is provided with one sheet for the group (see below). Each member of the group is to claim a blank square on the sheet and print his name in that section. The group is handed a die.
- The object of the game is for the students to draw the animals in their own square. Each student gets a turn to roll the die. The number corresponds to a particular animal. The student must identify correctly the animal using the expression, **Voici...**
- For example, if a student rolls a three, he says, **Voici l'éléphant.** As he draws *l'éléphant*, the rest of the group says, **Bravo** (name of student)!
- Students are encouraged to use game vocabulary throughout the game. The first person to draw all the animals says, **J'ai fini; j'ai gagné.**

NOTE: Teachers are encouraged to adapt the list of animals on the next page to reflect the vocabulary that has been modelled in class.



J'ai gagné : au zoo!

 <ol style="list-style-type: none">1. la girafe2. le lion3. l'éléphant4. le zèbre5. le singe6. le tigre	Nom : _____
Nom : _____	Nom : _____

