



J'ai gagné

Learning situation: To name farm animals that have been modeled by the teacher using the linguistic structure, **Voici...** and to interact with classmates using the appropriate game vocabulary such as, **Passe-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 un chien.** As he draws *un chien*, the rest of the group says, **Bravo** (name of student)!
- The teacher encourages the students to use game vocabulary throughout the game. The first person to draw all the animals says, **J'ai fini; j'ai gagné.**

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



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      <ol style="list-style-type: none">1. un chat2. un chien3. un canard4. une souris5. un mouton6. un lapin	<p>Nom : _____</p>
<p>Nom : _____</p>	<p>Nom : _____</p>

LE CHAMPION : _____ !

