

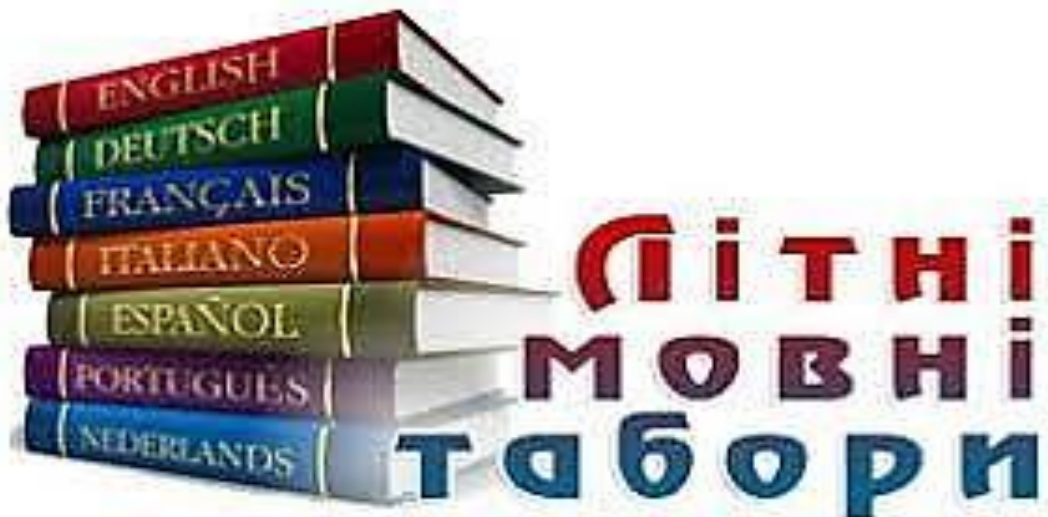
Управління освіти і науки
обласної державної адміністрації

Чернігівський обласний інститут післядипломної
педагогічної освіти імені К.Д. Ушинського

МЕТОДИЧНІ РЕКОМЕНДАЦІЇ

щодо організації проведення занять у літньому мовному таборі

(із досвіду роботи вчителів іноземної мови області)



Чернігів – 2017

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Запропоновані матеріали з англійської та німецької мов розроблені вчителями іноземної мови області та містять практичні поради щодо проведення вікторин, конкурсів, рольових ігор, інсценізації та театралізації літературно-художніх творів у літньому мовному таборі.

Матеріали рекомендовано для використання керівниками літніх мовних шкіл, учителями іноземних мов, студентами філологічних спеціальностей під час організації роботи літніх мовних таборів.

*Рекомендовано до друку вченою радою
Чернігівського обласного інституту післядипломної
педагогічної освіти імені К.Д.Ушинського
(протокол № 2 від 26.04.2017 р.)*

ЗМІСТ

Матеріали із досвіду роботи вчителів іноземної мови Бахмацького району	4
Матеріали із досвіду роботи вчителів іноземної мови Куликівського району	10
Матеріали із досвіду роботи вчителів іноземної мови Менського району	11
Матеріали із досвіду роботи вчителів іноземної мови Срібнянського району	17
Матеріали із досвіду роботи вчителів іноземної мови Чернігівського району	20
Матеріали із досвіду роботи вчителів іноземної мови міста Ніжина	27
Матеріали із досвіду роботи вчителів іноземної мови міста Прилук	36
Матеріали із досвіду роботи вчителів іноземної мови міста Чернігова	40
Матеріали із досвіду роботи вчителів іноземної мови Парафіївської об'єднаної територіальної громади	54

Матеріали із досвіду роботи вчителів іноземної мови

Бахмацького району

Соколова Т.М., учитель англійської мови Бахмацької загальноосвітньої школи I-III ступенів № 4 Бахмацької районної ради

English Sports Competitions

Обладнання: картки із зображенням різних предметів, скриньки, шифрограми, іграшки, папір, маркери, м'ячі, паперові фігури, магнітофон

1. Естафета «Who knows more English words»?

На столі картки із зображенням різних предметів. Учні по черзі вибирають зображення, яке вони можуть назвати англійською мовою та вкидають у скриньку. Ведучий виймає зі скриньки картки та перевіряє чи дійсно учні знають ці слова англійською. Перемагає команда, у якої більше карток.

2. Естафета «Eat – Don't eat»

На столі стоять дві скриньки (для кожної команди) із написами «Eat»/«Don't eat», папірці зі словами. Учасники беруть папірець, читають слово та вкидають у відповідну скриньку. Перемагає команда, у якої більше правильних відповідей.

3. Естафета «Chinese whispers» («Broken telephone»)

Учасники команд стають на відстані один від одного. Перший учасник підбігає до столу, на якому знаходиться список різних англійських слів, вибирає одне зі слів, викреслює його, повертається до своєї команди та шепоче це слово на вухо іншому учаснику, той – третьому і т.д. Останній учасник говорить слово, яке йому переказали інші, одному з членів журі або ведучому, біжить до столу за наступним словом. Виграє команда, яка швидко та правильно передасть усі слова останньому учаснику.

4. Естафета «Draw a picture»

На столі лежать два чистих аркуша, два списки зі словами (для кожної команди). Учасники по черзі біжать до столу, вибирають зі списку знайоме слово, викреслюють його, малюють цей предмет на чистому аркуші. Перемагає команда, яка швидко та правильно намалює всі предмети.

5. Естафета «**Make up a true story**»

Ведучий читає розповідь, голосом виділяє деякі іменники (наприклад: «Once upon a time there lived a BOY. One day he went to the ZOO and saw a BEAR there...»). По закінченню історії учні по черзі біжать до столу, де знаходяться картки (іграшки) із зображенням цих іменників, складають їх порядку, у якому про них розповідалось в історії (по одному малюнку на учасника). Учасник може виправити лише одну помилку. Перемагає команда, яка швидко та правильно розташує малюнки (іграшки).

6. Естафета «**Can you count**»?

Учасники команд стають у коло. На рахунок «три» вони починають передавати м'яч один одному, рахуючи при цьому англійською мовою. Якщо учень помиляється, рахунок починається з початку. Перемагає команда, яка дійде якомога далі.

7. Естафета «**Dress a boy**»

На столі лежать два вирізаних із паперу хлопчика (для обох команд), папірці зі словами з теми «Одяг». Учасники по черзі підбігають до столу, прикріплюють по одному папірцю до певної частини тіла хлопчика (на голову, якщо це головний убір, на ступні, якщо це взуття і т.д.). Перемагає команда, яка швидко та правильно одягне хлопчика.

8. Естафета «**Шифрограма**»

На столі лежать папірці з зашифрованими словами. Кожній цифрі відповідає відповідна літера алфавіту. Учасники по черзі пишуть свою літеру. Перемагає команда, яка швидко розшифрує напис.

Treasure Hunting

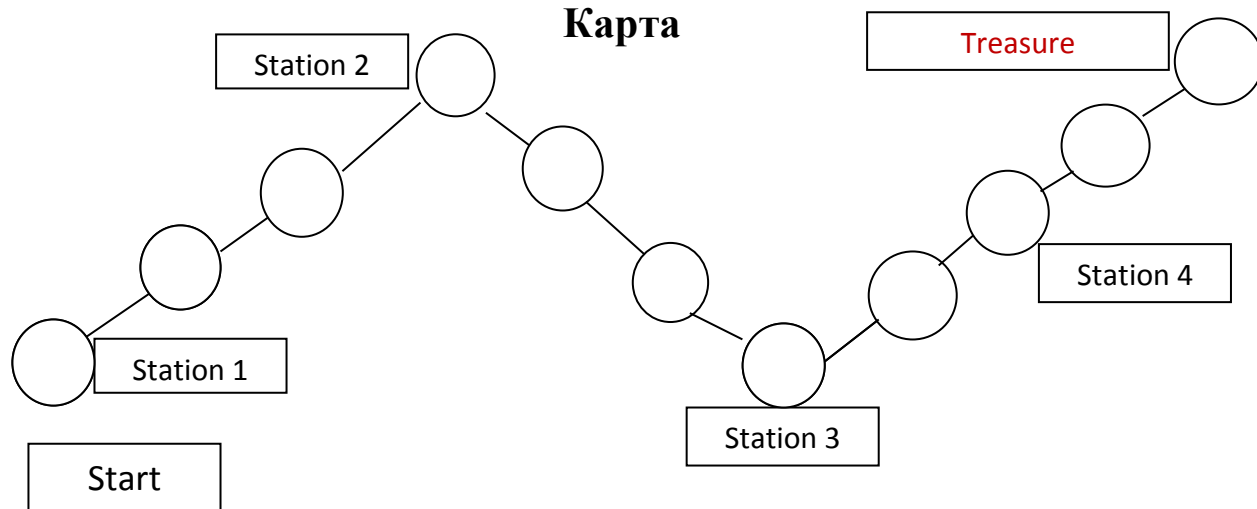
Обладнання: карти для пошуку скарбів, картки з логічними завданнями та загадками, кросворди, шифрограми, алфавіт, скринька зі скарбом

Перебіг заходу

Учні поділяються на дві команди. Обидві команди отримують карту захованого скарбу. Вони повинні пройти шлях до скарбу по зупинках. На кожній зупинці учні отримують завдання з зашифрованим наступним місцем призначення.

Пошуки скарбів (Treasure Hunting)

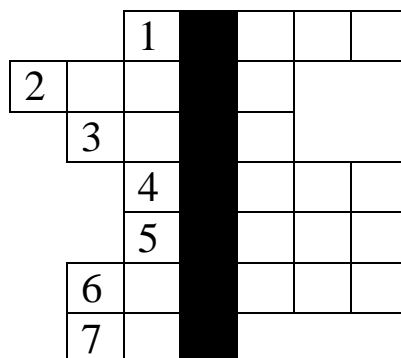
Карта



Start. Зала засідань

Station 1: вставити пропущені літери, скласти слово, яке вкаже напрямок руху: ea _ter, dan_e, birt_day, hall_ween, dec_rate, f_ower, holid_a_, p_rty, p_esent, fancy_ress (school yard).

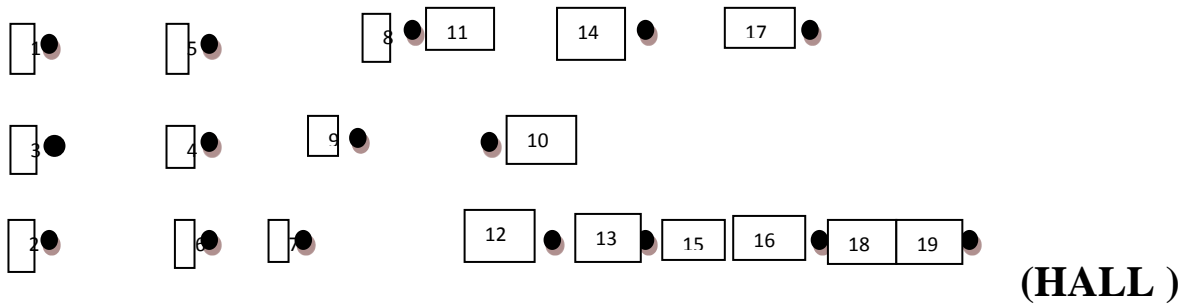
Station 2: розгадати кросворд, у виділених клітинках прочитати слово, яке означає наступний пункт призначення:



- | | |
|---|-----------|
| 1. Shows the time. | (Clock) |
| 2. A spring month. | (April) |
| 3. A small child. | (Baby) |
| 4. We get on it at the railway station. | (Train) |
| 5. Sweet food for birthday. | (Cake) |
| 6. A bird, which can talk. | (Parrot) |
| 7. We go to school every | (Day) |

(LIBRARY)

Station 3: з'єднати крапки лініями по цифрах, прочитати зашифроване слово:



Station 4: розгадати шифрограму, у якій кожній цифрі відповідає певна літера алфавіту: 16 12 1 25 7 18 15 21 14 4 **(PLAYGROUND)**

Скарб схований на ігровому майданчику біля школи. Перемагає команда, яка першою знайде скарб. У скриньці знаходиться картка з написом «KNOWLEDGE» і цукерки.

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загальноосвітньої школи І-ІІІ ступенів № 5 Бахмацької районної
ради*

Захід містить творчі ігри, спрямовані на краще розуміння культурних особливостей країни, мова якої вивчається
Рухливі ігри

Перебіг заходу

I. Morning activity (танцювальні рухи під пісні)

II. Games

Квест

Завдання: скласти слово по знайдених літерах («GAMES»)

Місце проведення: 5 «станцій» у приміщенні школи, на шкільному подвір'ї, на кожній з яких стоїть учитель

Обладнання: 5 конвертів, у кожному по 1 літері відповідного слова. Літера розрізана на 4 частини, список із 4-ма запитаннями, інструкція з наступними діями.

Діти об'єднуються у 2 команди. На старті кожна команда отримує інструкцію про першу станцію, вирушає у подорож. На

станції групу зустрічає вчитель. Він ставить 4 запитання. За правильну відповідь команда отримує одну частину літери (із 4-ох). Скільки правильних відповідей – стільки частин літери отримують діти. Після цього вони отримують конверт із частинами вгаданої літери, номером за порядком цієї літери у слові та інструкцію як знайти наступну станцію. Квест продовжується допоки команда не збере всі літери. На фініші діти складають слово.

Instructions

Start: your 1st station is near the cabinet where you sing songs. Good luck!

1st station: your 2nd station is near the place where you do physical exercises; your 2nd station is near the place where teachers meet.

2nd station: your 3rd station is near the cabinet where you dance; your 3rd station is near the cabinet where you sing songs.

3rd station: your 4th station is near the place where teachers meet; your 4th station is near the place where you do physical exercises.

4th station: your 5th station is in the volleyball field; your 5th station is in the football field.

5th station: Well done! Run to the finish!

Questions

1st station: What is the capital of Great Britain? How many parts are there in the UK? Where does the Queen live? Listen to the melody and name it (Scottish melody).

2nd station: Name the parts of the UK. What is the name of the British flag? What is the colour of St. Patrick's Day? What is the Queen's name?

3rd station: Most London taxis are (colour). How do you answer the question HOW DO YOU DO? What holiday do Englishmen celebrate on the 25th of December? Big Ben is a ...

4th station: What colours are there on the British flag? East or West home is When do Englishmen say TRICK OR TREAT? Very often Englishmen drink

5th station: What is the main square in London? Name 12 months in English? When do Englishmen say MANY HAPPY RETURNS OF THE DAY? Name 4 parts of the UK.

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загальноосвітньої школи І-ІІІ ступенів № 5 Бахмацької районної
ради*

Рухлива гра «Спайдермен»

Завдання: пройти павутинку не пошкодивши

Місце проведення: шкільний парк

Обладнання: нитки для плетіння різних кольорів

Поміж 4 деревами «наснувати павутину», перев'язати стовбури різнокольоровими нитками

Гравці поділяються на дві команди, вишиковуються один за одним, беруться за руки

- І етап: за сигналом ведучого команди мають подолати «павутину», не пошкодивши ниток і не розірвавши ланцюжка. Учасник, який порушує правила, виходить із гри.
- ІІ етап: команди міняються «павутинням», повторюють маршрут.

Перемагає команда, яка першою подолає дистанцію та не втратить гравців. Якщо під час руху хтось із гравців упаде, команда зупиняється і чекає, поки він підведеться, а потім знову продовжує рух.

Рухлива гра «Монстр»

Завдання: намалювати «монстрика» відповідно до інструкції

Місце проведення: стадіон

Обладнання: різнокольорова крейда

Кожна команда стоїть на старті на відстані 10-15 метрів від місця, де вони будуть малювати монстрика. Діти слухають інструкції вчителя, біжать до вказаного місця, малюють одну частину тіла. Тоді учень повертається до команди, наступний учасник малює іншу частину тіла відповідно до інструкцій. Дві команди починають одночасно. Перемагає команда, яка працює швидше, правильно виконує інструкції, краще малює.

Інструкції для учасників: перша пара повинна намалювати тіло монстра, друга – малювати голову монстра, третя – намалювати довгу шию, четверта – намалювати шість рук, п'ята – намалювати дві короткі ноги, шоста – зробити один великий ніс, сьома – намалювати три ока, восьма – зробити два рота, дев'ята – намалювати п'ять вух, десята – коротке волосся.

Матеріали із досвіду роботи вчителів іноземної мови
Куликівського району

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Розважально-пізнавальна гра «Traveling to England»*

Перебіг гри

Teacher: Dear friends, today you are passengers of these trains. We are going to travel to England. The trains are leaving. Safe journey. See you later.

Station 1: «Musical» Відгадайте мелодію та заспівайте пісню англійською мовою. На цій станції відповідальним є вчитель музики та учні старших класів, які пропонують музику без слів, діти згадують та виконують пісню англійською мовою. Якщо пісню не вгадали, пропонується інша мелодія.

Station 2: «Phonetic» Прочитайте транскрипцію слів (на вибір учителя)

Station 3: «Reading» Хто швидше прочитає. Один із учнів отримує листок із словами/текстом. Учень має одну хвилину на підготовку, потім читає. Визначається кількість прочитаних слів за хвилину, яка дорівнює кількості балів.

Station 4: «Poetical» Розкажи вірш англійською мовою

Station 5: «Grammatical» Поставте правильні дієслівні форми/Знайдіть та виправте помилку

Матеріали із досвіду роботи вчителів іноземної мови
Менського району

Коленченко О.М., учитель англійської мови Менської загальноосвітньої школи I-III ступенів ім. Т.Г. Шевченка Менської районної ради

«Summer Camp Activities: Our Colourful World»

Procedure: Teacher: Good morning dear friends! Today we are going to make a trip into the colourful world around us. So welcome to the fairy-tale. Sit comfortably, just close your eyes and imagine a fascinating picture. We are in the green forest. The air is full of various smells and sounds. But hush!!! Who is this? Open your eyes! Can you see a little gnome with a paint-brush in his hand? Yes, he's one of Colours the Brothers. They live in a small house far away in the forest and every day they get up very early in the morning and paint our world in different colours. Every day they create a wonderful picture of our colourful world. So, this little gnome is Brother Blue. He gets up the earliest of all the others and paints the sky in what colour?

Pupils: Blue

Teacher: Yes, blue. So his steps are very calm, he doesn't want to wake up other brothers. He walks blue-blue-blue (pupils repeat). After him Brother Yellow comes. What does he paint?

Pupils: The Sun

Teacher: Yes, he paints the sun yellow in the blue sky. Then other brothers get up and begin to run and jump one after another. Brother Pink takes his paint-brush and jumps just like this: pink-pink-pink (pupils repeat). What does he paint?

Pupils: Flowers

Teacher: Yes, flowers. Brother Red gets angry, he runs after him: r-red – r-red-r-red (pupils repeat) and paints red strawberries. Then Brother Green comes. He paints (?)

Pupils: Grass and leaves in the trees

Teacher: Yes, green-green-green (pupils repeat). Brother Brown helps him to paint (?)

Pupils: Trees

Teacher: Yes, of course, he paints trees. So, our brothers are busy during the whole day, they paint different things in different colours. What colours do they paint?

- rivers and seas? – blue;
- flowers? – pink, red, blue, yellow, violet;
- grass, meadows? – green;
- ground? – black;
- berries? – red.

But soon the day is over. Here comes Brother Grey. He paints everything grey. All the brothers go to their house to sleep. And only Brother Black goes out for a walk with his paint-brush. Everybody is sleeping and only he is busy painting the night. And Brother White is helping him; he is very, very calm and light white-white-white. So, light that he can fly even into the sky and draws billiards of stars and the Moon. Everything is calm and sleepy till the next morning when our brothers get up, and our fairy-tale will start from the very beginning.

So, help me, please:

- What colours are calm? – White, blue, black
- What colour is warm? – Yellow
- What colour is merry? Pink
- What colours are angry? – Green, grey, brown, red

And now, it's our turn to paint our world in different colours. So, colour the words: (Children colour black-and-white words of the names of colours into proper colours).

Teacher: Now it's time to play

1. Guess what colour it is: Pin a piece of coloured paper on learner's back. He is standing with his back to the class. He must guess the colour

2. Clap your hands: Learners must clap their hands when they hear a possible word-combination: *e.g. a black cat, a blue dog, a brown bag, a red sunflower, grey hair, a green tree, a pink flower, a green boy, a white rose, a red cock, a pink cat.* If a word combination is unreal, they stand still.

3. Touch the colour or point at it: Learners must touch or point at the colour which the teacher names.

4. Colour quiz: The teacher shows some things (*e.g. flags of different colours*) during one minute. Then pupils name the colours which they remember.

5. Crosses and noughts: Make up word-combinations with following nouns: *river, bag, berry, tree, flower, chicken, cat, parrot, bird, trousers, T-shirt*

The pupils are divided into two groups: crosses and noughts:

1 RED	2 BLUE	3 YELLOW
4 BLACK	5 BROWN	6 PINK
7 GREEN	8 GREY	9 VIOLET

Teacher: Well, our fairy-tale is over today. See you soon. Next time we are going to participate in another fairy-tale. But now it's high time to sing a merry song about colours which make a rainbow: (The song is taken from «Barney Home Video»)

Red. It's a colour of **an apple**.

Orange. It's a colour of an **orange**.

Yellow. It's a lemon and our beautiful **sun, sun, sun!**

Green. It's a colour of **trees** and lots of **things that grow**.

And then there's **blue** for the **sky**.

And **purple** that's a colour of **fun, fun, fun!**

And if we put those colours side by side,

Then what do you think we've done?

We've made a **rainbow**,

We've made a **rainbow**,

And **it's** a **really beautiful one, one, one!**

Рогова Н.Б., учитель англійської мови Менської районної гімназії Менської районної ради

In the World of Fairy tales

Перебіг свята

Ведучий: Вітаємо вас у гостях у казки! У будь-якому віці й настрої кожен з нас любить почитати або послухати казки. Вони можуть бути для дорослих чи малят, сумні чи веселі, довгі чи короткі, але завжди цікаві, бо в казці здійснюється те, чого ми прагнемо в

житті: справедливість бере гору над підлістю, добрі перемагають лихих і все закінчується щастям та радістю!

Narrator: You know a lot of fairy-tales. Who remembers the first words in most of the tales? How do fairy-tales usually start?

One of the children: Once upon a time...

Narrator: It's great. Let's see who knows fairy-tales best of all. (Учням показують плакат, на якому в лівій колонці написані слова героїв казок, а в правій – назви казок. Бажаючи по черзі з'єднують лінією відповідні слова та назви казок, зачитуючи їх у голос.)

Match the words of fairy-tales heroes with the title of a fairy-tale. Let's clap our hands if the pupils are right.

- | | |
|--|---------------------------|
| 1) «Little Pig, Little Pig, let me come in» | a) Three bears |
| 2) «Take a basket and go to your granny» | b) Cinderella |
| 3) «This porridge is too hot to eat» | c) The Mitten |
| 4) «I have run from my grandfather. I have run from grandmother» | d) Three Little Pigs |
| 5) «I have two sisters and a stepmother» | e) Gingerbread Man |
| 6) «Who lives in this house?» | f) Little Red Riding Hood |

Hood

Narrator: We'll show you some episodes from tales. It will be a mime. Look at the performance and guess the tale. (Заздалегідь підготовлені фрагменти казок, які розігруються учнями у формі пантоміми).

Перша інсценізація: (Звучить музика. Дівчинка йде по сцені з кошиком, збирає квіти, на голові в неї червоний капелюшок)

Narrator: Who is this girl? What fairy-tale is she from?

Друга інсценізація: (Хлопчик сидить на стільчику, ловить рибу. На сцені з'являється мама, вона махає хлопчику рукою, кличе його снідати)

Narrator: Who is this little fisherman? Who is this woman? What tale is it?

Третя інсценізація: (На сцені стоїть стіл і три стільці. Дівчина з'являється біля столу, сідає по черзі на всі стільці. Згодом перекидає їх, куштує з усіх трьох тарілок.)

Narrator: Do you know who lives in this house? Can you tell me the name of this naughty girl? And now let's see a fairy-tale.

Сценарій ритмізованої казки «Looking For the Sun»

The characters: Chicken, Ducky, Turkey, Henny, Cocky, Goosy, Foxy, Jazz Chant Group.

На сцені – група дітей (Jazz Chant Group). Стоять збоку сцени з парасольками, руками ніби ловлять краплі дощу. Декілька дітей відбивають ритм і хором промовляють слова.

Jazz Chant Group: It's raining. It's pouring. It's raining. It's pouring.

На сцені з'являється курчатко під парасолькою.

Chicken: It's cold. Where is the sun? Where did he run?

Jazz Chant Group: Where? Where? Where is the sun?

Chicken: May be the sun is ill. I'll go to visit him!

Іде уздовж сцени. Назустріч йому – Henny Penny.

Henny: Hello, Chicken Little.

Chicken: Hello, Henny Penny. Tell me, where is the sun?

Henny: He lives over the hill.

Chicken and Henny together: Let's go to him! Let's go! Let's go! Let's visit him! Ідуть уздовж сцени. Зустрічають Cocky Locky.

Chicken: Hello, Cocky Locky.

Cocky: Hello, Chicken Little.

Jazz Chant Group: Hello, Cocky Locky and Henny Penny

Cocky: Where are you going?

Chicken: I am going to visit the sun. He lives over the hill. Let's visit him!

Jazz Chant Group: Look at Chicken Little, Cocky Locky and Henny Penny. They are going to visit the Sun! Ідуть уздовж сцени. Назустріч Ducky Lucky.

Chicken: Hello, Ducky Lucky.

Ducky: Good morning, Chicken Little, Cocky Locky and Henny Penny. Where is the Sun?

Chicken: May be he is ill.

All together: Let's visit him! Let's go. Let's visit him!

Курчатко, півник, качечка йдуть уздовж сцени, хором промовляють.

All together: The Sun lives over the hill. We are going to visit him.

Jazz Chant Group: Look at Chicken Little, Cocky Locky and Henny Penny, Ducky Lucky are going to the Sun. Going to the Sun.

Назустріч героям – Goosery Woosery.

Chicken: Hello, Goosery Woosery.

Goosery Woosery: Hello, Chicken Little, Cocky Locky and Henny Penny, Ducky Lucky.

Chicken: The Sun is ill.

All together: Let's visit him! Let's go! Let's go! Let's visit him.

Jazz Chant Group: Chicken Little, Cocky Locky, Henny Penny, Ducky Lucky, and Goosery Woosery are going to the Sun.

Назустріч героям – Turkey Lurkey.

Turkey: Good morning, Chicken Little, Cocky Locky, Henny Penny, Ducky Lucky, and Goosery Woosery

Chicken: The Sun is ill. Let's visit him.

Jazz Chant Group: Chicken Little, Cocky Locky, Henny Penny, Ducky Lucky, Goosery Woosery and Turkey Lurkey are going to the Sun. Going to the Sun!

Назустріч героям – Foxy Woxy.

Foxy: Good morning, Chicken Little, Cocky Locky, Henny Penny, Ducky Lucky, Goosery Woosery and Turkey Lurkey.

Chicken: The Sun is ill. Let's visit him.

Foxy: I know the way. Let's go! OK?

Jazz Chant Group: Don't go! Don't go! Don't go!

Foxy: Let's go! Усі герої йдуть уздовж сцени. Лисичка – попереду.

Foxy: I want to eat them. Лисиця показує гостям свою хату та запрошує до неї.

Foxy: This is the house of the Sun. Jump! Jump! Jump into it!

Jazz Chant Group: Don't jump into it!

Курчатко просовує голову в двері хатинки. На небі з'являється сонечко-ліхтарик. Усі звірі повертаються до нього, усміхаються і танцюють під музичний супровід.

All the animals together: Hello Sun! Are you well? (Сонечко ніби все розуміє, ліхтарик рухається вгору та вниз.) Let's go home then!

Jazz Chant Group: Chicken Little, Cocky Locky, Henny Penny, Ducky Lucky Turkey Lurkey and Foxy Loxy. Go home visiting the Sun!

Матеріали із досвіду роботи вчителів іноземної мови

Срібнянського району

Отрош Л.К., учитель англійської мови Подільської загальноосвітньої школи I-II ступенів Срібнянської районної ради КВК «англійський марафон»

ENGLISH MARATHON RACES

– Hello, everybody! We are happy to welcome you all to our English marathon races.

– We have two teams, representing 5th-8th forms. They are to pass successfully a number of tasks. Then according to their results we will define the winner, that's the best and the smartest team. To cope with this task we have strict jury consisting of...

– Veni, vidi, vici. Every intelligent person should know these words of wisdom. Guy Julius Ceaser once said them. He used them in order to inform Rome about his victory. If we translate these Latin words into English, they will sound like «Came, saw and won».

– Certainly, we are not Ceasers, but everyone has its own Rubicon to cross. And today we'll try to do it. Be enthusiastic, initiative and high-minded and you are sure to cross your Rubicon. Good luck!

Teams' presentation

– Now let's have a look at our participants – each team is supposed to have their particular features – I mean the name and the motto. So, let's get acquainted with them.

Captain's quiz

– You've been studying English for ages. You know a lot of facts about England, English-speaking countries, their customs and traditions. To check up your knowledge I'll ask you questions and you should answer them and roll a hoop. One correct answer is a point. Get, set, go!

I.

1. What do people do in the kitchen?
2. What do you need for cooking borsch?
3. What's the capital of Great Britain?
4. What are the most popular sports in Great Britain?
5. Who wrote Harry Potter?
6. Where can you buy fruit and vegetables?
7. What sights of London do you know?
8. What river is London situated on?
9. When is Halloween celebrated?
10. What do you do if you have a toothache?

II.

1. What is salad usually made of?
2. What cooking methods do you know?
3. When is Christmas celebrated?
4. Where did the first Olympic Games take place?
5. Who wrote «The adventures of Tom Sawyer»?
6. Where can you buy clothes?
7. What's the name of the biggest clock in the world?
8. What river does Kyiv stand on?
9. What's the most popular drink in England?
10. Where do we buy medicine?

Jumbled words

– So, you see, our captains are clever, now let's check how they can organize the work in teams. You must run to the table where you will see a task with a ball between legs and unscramble the words (one for each member). One correct answer is a point. Get, set, go!

The telephone is out of order

– Now let's see how well you understand each other. Stand in a line one after another, back to back at one step distance. The first pupil

receives a task – it's a sentence which he must read attentively, remember and then say it to the next pupil without moving from his place. The last pupil must write the sentence on the sheet of paper. Get, set, go!

Understand me

– In this competition four members of each team try their abilities in miming. Take a card with a word on it and mime it to the other team. Their task is to recognize the word correctly. For each correct word you'd get a point.

English words in the Ukrainian language

– Now our teams can rest a little because we have a task for their fans. We live in Ukraine. Ukrainian is our native language, but more and more English words are being borrowed from the English language by other languages. You've got a task to find as many borrowed English words in Ukrainian as you can. One point for each word but do not repeat!

Making words

– Do you know English alphabet well? Let's check it in our next task. Each member of your team gets a letter. You have to listen to the words and make up them from the letters correctly near your teacher.

Find the opposites

– Throwing the ball up with a tennis racket run to the table, do the task and come back quickly. You have to find opposites for the words.

– Now we have finished doing all the tasks and it's time to announce the winner. I'm thankful to both teams for the participation. Good bye!

Матеріали із досвіду роботи вчителів іноземної мови
Чернігівського району

Кондратюк І.Г., учитель англійської мови Анисівської загальноосвітньої школи І-ІІІ ступенів ім. І.Я.Франка Чернігівської районної ради

Compass Name Game:

1. Have participants stand in a circle
2. One volunteer stands in the middle of the circle and starts the game as the «caller»
3. The caller points at a member of the circle and says one of the following: You, Me, Left, or Right
4. Based on which direction the caller says, the person being pointed at must correctly name that person. «You» is the name of the person being pointed at. «Me» is the caller. «Left» or «Right» are the people on the person on the circle's left or right side
5. Once the caller points and says the direction, he/she must count to five aloud. The person must correctly identify the name before the caller reaches five
6. If the person in the circle incorrectly identifies the name, or doesn't speak in time, that person becomes the new caller in the middle of the circle
7. If the person correctly identifies the name, the caller must move onto a new person of their choice

My Name is and I like to...

Everyone in the group stands in a circle. The first person says, «My name is and I like to _____ (insert hobby and act out a motion from that hobby). The rest of group then says, « (Person's Name) likes to (hobby) and acts out motion. Example, «My name is Dave and I like Fish (action out casting a reel). The next person repeats the process. The rest of group then says that person's name, hobby, and motion and the moves onto the first person's info. This continues until the last person goes, at which the entire group calls out the last person's info and moves along through the whole group and repeats everyone's info.

Name Toss:

Here are the common rules:

- 1) Arrange the group in a circle
- 2) One person starts off by saying the name of someone else in the circle, and tossing the ball to them
- 3) That person then in turn says the name of a different person, and tosses the ball to someone else who has not yet received the ball
- 4) That continues until everyone in the circle has received the ball once
- 5) Generally, the objective is to pass the ball around the circle without dropping it. If the ball is dropped, the group restarts until completed without dropping
- 6) You can add a «thank-you, (name)» from the receiving person if you like...

As always, feel free to change the rules, and make this activity work for you!

Cross If You....

Have everyone sit in a circle with you in the centre. You can either sit in chairs, or have place markers (books, bags, etc.) behind each person.

Name something you have, have done, or can do («Cross if you have ever jumped out of a plane, if you own a dog, have blue eyes»).

Those people that can give a positive answer to the question will cross the circle and find an open seat of someone else that answered positively.

Since you have one less chair than there are people in the group, and you found an opening quickly, there should be one person left in the centre. This person then gets to pick the next topic.

Mr. and Mrs. Right: Have everyone stand. Read the story. When you say «right» everyone takes a step to the right. When you say «left» everyone takes a step to the left.

This is a story about Mr. and Mrs WRIGHT: One evening they were baking cookies. Mrs. WRIGHT called from the kitchen, «Oh, no, there is no flour LEFT! You will need to go RIGHT out to the store». «I can't believe you forgot to check the pantry,» grumbled MR. WRIGHT. «You never get anything RIGHT!» «Don't be difficult, dear,» replied Mrs.

WRIGHT. «It will only take twenty minutes if you come RIGHT back. Go to Fifty-first and Peoria, and turn LEFT at the stop sign. Then go to Sixty-first Street and turn RIGHT, and there it will be on your LEFT», declared Mrs. WRIGHT as her husband LEFT the house. Mr. WRIGHT found the store and asked the clerk where he could find the flour. The clerk pointed and said, «Go to Aisle four and turn LEFT. The flour and sugar will be on your LEFT. Mr. WRIGHT made his purchase and walked RIGHT out the door. He turned LEFT, but he couldn't remember where he had LEFT his car. Suddenly he remembered that he had driven Mrs. WRIGHT'S car and that his car was in the driveway at home RIGHT where he had LEFT it. He finally found the RIGHT car and put his purchase RIGHT inside. Eventually, a weary Mr. WRIGHT found his way home. Mrs. WRIGHT had been waiting impatiently». «I thought you would be RIGHT back», she said. «I LEFT all the cookie ingredients on the kitchen counter, and the cats got into the milk. You'll just have to go RIGHT out again». Mr. WRIGHT sighed. He had no energy LEFT. «I am going RIGHT to bed», he said. «Anyway, I need to go on a diet, so I might as well start RIGHT now. Isn't that RIGHT, dear?»

ABC Basketball: This game should be played by a basketball hoop. Children sit in a large circle and pass the basketball around the circle (like hot potato) while singing the alphabet. Whoever has the ball when the group gets to the letter Z must go to the basket and try to make a shot. If players succeed in shooting, they take their seat in the circle. If they miss it, they are out of the game.

All On One Side: Your whole team starts on one side of volleyball net with no one on the other side. The object is to get your team to the other side of the net and back as many times as possible. Using a balloon for a ball, each player volleys the balloon to another player and then scoots under the net to the other side. The last player to touch the balloon taps it over the net and scoots under. The receiving players try to keep the balloon in play and repeat the process.

Soccer Basketball: Divide the group into two teams. Each team starts off with 6 players. One player on each team acts as a goalie under the basketball rim. The goal is for each team to pass the ball around and get to the rim and score without the other team stealing the ball. If the ball

is dropped, then you must kick the ball into the designated area past the goalie. Shots are worth 1 or 2 points and goals are worth 7 points. You can substitute your players in and out as much as you want. (Camp counsellors are to act as coaches.) Basketball rules apply while ball is in the air, and soccer rules apply while ball is on the floor.

Balloon Foosball: Seated teams try and hit a balloon over the opposing team into the goal.

Materials: 2 Balloons, chairs

How to Play: Arrange chairs in multiple pairs of rows with each pair having the seats back-to-back. Each row should be roughly 6 chairs long. Have players sit in the chair. The chairs represent two teams – the direction the chair is facing signifies what team that student is on. The facilitator drops two balloons in. Players may not stand but must try and hit the balloon over the opposing team to the next row. If a team hits the balloon over the last line of defenders, it counts as a goal. Typically the game has multiple goals and tends to work well if gameplay does not stop between goals.

Treasure Hunt: One of the most popular camp games for kids is the treasure hunt, especially if the treasure hunt is organized in a forest! Hide a treasure in the camp. You can hide a couple of gifts like soccer balls, Barbie doll sets, wizard castles or doll houses in a large box. Draw maps showing directions to the treasure, but the directions shouldn't be north or south, they should show some landmarks near the hidden treasure, like a big rock with Hidden Treasure written on it or apple trees etc. To make this treasure hunt more interesting, instead of giving them direct directions, give them clues such as puzzles or riddles, if they get the riddle right, they can proceed, otherwise make them pay a price, like losing a member from the group etc. The group which reaches the treasure first, wins. This camp game for kids is loved by everyone!

Frog: Everyone sits in a circle. The first person says «One frog». The next person says «2 eyes», the third person says «4 legs», the fourth says «in the puddle», and the fifth says «ker-plop». The next person starts over with «2 frogs» and the game continues as follows: 4 eyes, 8 legs, in

the puddle, in the puddle, ker-plop, ker-plop. See how many frogs you can get up to. This may be done to a beat of claps and snaps.

Animal Alphabet: The leader starts with the name of an animal that starts with the letter «A». From there, go around the circle and have each person say the name of animal each beginning with the next letter in the alphabet. First see if you can get to the end of the alphabet and then see how many times you can complete the alphabet as a team.

Hot Seat: Have one person sit facing the group. (This person is in the «hot seat»). The counsellor will write a vocabulary word on a piece of paper and hold it up behind the contestant in the hot seat for everyone to see. Then the group has to try and get the hot seat contestant to guess the word by giving hints and clues.

Name Three: Sit in a circle with one camper in the middle that hides his eyes while the others pass a passable object. When the centre camper says «Stop» the person with the object names a letter and passes the object. The middle camper then has to name three foods/toys/names etc... that start with that letter before the object gets back to the letter-name. If he does, the two trade places; if he doesn't, he begins again.

Colours: The leader sits in the middle of the circle, points to a player and calls «red» the player has to name an object that is red (tomato, fire engine etc...) before the leader can count to 10 out loud. The same object cannot be repeated. If a player fails to think of an object before the leader has counted to ten, the two switch places.

Look Up - Look Down: For this simple and interesting game, the players should be in even number and one facilitator should be appointed. Ask all the players to stand in a circle with their heads-down. The facilitator will instruct the group to either «look-up» or «look-down» as per his or her choice. When the facilitator yells «look-up», the participants have to look at each other's and once they look at somebody, they have to become still (the players cannot change their direction of sight until the next instruction). If they look into each other's eyes that is, maintain eye contact, then they have to shout at the top of their voice and the one who shouts last will be out of the game. Repeat this until only two players are

left. To decide a winner among the remaining two players, a tug of war can be organized.

Memory Jogger: *Game Learning:* Memory and observation

No. of Players: A group of 10 kids.

Materials Required:

- 10 different items like – leaves, rocks, acorns, tree bark, flowers, sticks, seedpods, shells, mushrooms, shrubs etc.
- 2 bandanas or handkerchiefs.

How to Play:

- Spread all the 10 items distinctly on a bandana and cover them with another one.
- Call all the kids and remove the cover bandana for 10 seconds.
- Let the kids observe the items.
- Put the cover back and ask the kids to write down the name of as many items as they can recall.
- Allocate 1 point for each correct item and if a child has enlisted an item that no one has written then award 2 points for it.
- Tally the scores and the kid with maximum correct answers WINS this kids camp game!

My Tip:

- A very good kid's summer camp game through which kids will come close to nature. It also jogs the memory power and observation skills of the kids.

Memory Collector: *Game Learning:* Observation and memory

No. of Players: A group of 10 kids.

Materials Required:

- 10-15 different items like – sand, leaves, rocks, acorns, tree bark, flowers, sticks, seedpods, shells, mushrooms, shrubs etc.
- A bandana or handkerchief.
- Some paper carries bags or shopping bags.

How to Play:

- Spread all the 10 items distinctly on the ground and cover them with a bandana.
- Call all the kids and remove the bandana for 10 seconds.
- Let the kids observe the items.
- Put the cover back and hand over a carry bag to every kid.
- Ask them to collect the duplicate of the items that they have seen from the camp surroundings.

- Fix the time, say 10 minutes.
- Once the time is up, tally the scores and the kid with maximum correct items in his bag WINS this kids camp game!

My Tip:

- A very good kid's summer camp game through which kids will come close to nature. It also jogs the memory power and observation skills of the kids.

Tom & Jerry: Game Learning: Patience, alertness and persistence.

No. of Players: 10 or more

Materials Required:

- Some juice bottles.
- Some blindfolds.

How to Play:

- Make two teams.
- One team is called «Tom» and other is called «Jerry».
- Make a circle large enough such that all the players can freely accommodate in that.
 - Blindfold the team Tom and make them stand in a scattered pattern in the circle.
 - The legs of Tom should be wide open such that a bottle of juice can easily be placed between them.
 - Tom must stand stationary and cannot move their legs.
 - Now, team Jerry will quietly enter the circle and their objective is to steal all the juice bottles from team Tom without alerting them.
 - While doing so if Tom suspects that Jerry is close by and trying to steal the bottle, he will point exactly in the same direction and shout «Jerry» to tag him.
 - If Tom is correct then Jerry is «Out»
 - Tom will get 2 chances to call correctly and if he is incorrect in his 3rd call he will be out and that juice bottle will be given to the nearest Jerry.
 - Tom can also move his hand around standing at his place in order to tag Jerry.
 - If team Jerry is successful in stealing all the juice bottles they WIN!
 - If team Tom is successful in tagging all the Jerry's bottles before that they WIN this amazing kids camp game.

**Матеріали із досвіду роботи вчителів іноземної
міста Ніжина**

*Василенко І.К., учитель англійської мови Ніжинської гімназії
№ 3 Ніжинської міської ради*

The Tournament of Connoisseurs of the English Language

Good morning, dear friends! Glad to see you here today. I know that all of you are very hard-working, smart, and clever. You are fond of English. Today we are having an interesting quiz and we'll see who the best at English is. First, let's get into **2 teams** (choose the colours-red or green). For every correct answer you'll get 1 point. Then your points will be counted and it will be the total score of your team.

1. The first competition is called «Who knows the English ABC better»?

Stand in a line and write the letters on the board one by one. (5 points)

2. Say the Tongue – Twisters: She said she should sit. I wish you were a fish in my dish. We surely shall see the sunshine soon. She sells seashells by the seashore. The sun shines of the shop sings.

3. «My Favourite Letter»: Work in a team. Write the words that begin with the letter **B**.

4. «A False Letter»: Change one letter and then you will see a familiar word. You have the list of words:

Malt	<i>Salt</i>
antry	
wetch	
sall	
chost	
tappy	
plien	
block	
purious	
spurit	
donster	

5. «A secret message»: Draw pictures with the hidden letters **L, M, R, B, V, I, K**. Try to use as many letters as you can. The team with the highest number of hidden letters is the winner.

6. «Name the odd word»: cow, horse, window, pig, apple, orange, cherry, pen, street, chair, table, armchair, TV set, skirt, computer, mobile phone, Jacket, trousers, car, shoes, train, plane, car, hat, clock, watch, wall, alarm clock, tree, paper, plant, flower, pink, white, yellow, wood, carpet, tea, water, juice, candy , cake, chocolate, pizza, glass, cup, shoes, teapot, Nose, leg, cheek, mouth, physics, history, chemistry, math, dress, blouse, shirt, river, ocean, land, lake, sea, soap, shampoo, chocolate, shower gel, 5, 7, 3, 11, market, shop, park, supermarket, morning, day, lesson, evening.

7. «Hidden Words»: You should find animals in the following sentences. There is 1 point for each sentence.

1. He came to America today.

2. Close the door at once.

3. Do good workers succeed?

4. That will be a real help.

8. «Easy questions»: Answer 10 questions, but very quickly (1 point for a correct answer)

A: 1. What is Barbie's friend's name? (Ken)

1. What river does London stand on? (The Thames)

2. On what day did Crusoe meet his friend? (Friday)

3. What season is between summer and winter? (autumn)

4. What colour is Malvina's hair? (blue)

5. Is the USA an old or a young country? (young)

6. What day of the week is before Wednesday? (Tuesday)

7. What square is in the center of London (Trafalgar)

8. At what lesson do you jump, run? (PT or PE)

9. Who lives in Buckingham Palace? (The Queen)

B: 1. What month comes after July (August)

1. What is the name of the main street in Kyiv? (Khreshchatyk)

2. Where do we cook and have meals? (in the kitchen)

3. Where does the sun rise? (in the east)

4. What holiday do English people have on the 25th of December? (Christmas)

5. Finish the proverb: Everything is good.... (in its season)

6. What room do we wash in? (the bathroom)

7. What season do Americans have Thanksgiving Day in? (autumn)

8. Who created Mickey Mouse? (W. Disney)

9. Begin the proverb:home is best. (East or West)

9. «The food Game»: Hidden words in the sentences below are the names of food items. But by pronunciation only!

- A:** 1. He begs to be excused from the rehearsal (eggs)
 2. She had a cough even today (coffee)
 3. Don't tell me, mama, laid the table so early (marmalade)
 4. That bangle is of 24 carat gold (carrot)

- B:** 1. But Ernst is not coming on this trip. (butter)
 2. Don't bake condensed milk sweet (bacon)
 3. Please, meet me tomorrow (meat)
 4. Richie's so good, he helps me daily (cheese)

10. Name antonyms:

cheap	expensive	rich	poor
weak	strong	big	small
full	empty	new	old
hot	cold	difficult	easy
good	bad	day	night
funny	Sad	evening	morning
fast	slow	black	white
clean	dirty		
girl	boy		

11. «The Chain Game»: Write the next word with the letter from the previous one (e.g. English_ – house_ – egg -....). Who has the longest chain?

12. Continue the proverb:

- A:** 1. A good beginning (makes a good ending)
 2. Better late (then never)
 3. Like father (like son)
 4. So many languages you know (so many times you are a man)
 5. Time is (money)
 6. Health is better (than wealth)
 7. If you want a thing well done (do it yourself)
 8. There is no place (like home)

- B:** 1. East or West (home is best)
 2. He laughs best (who laughs last)
 3. Little children – little sorrow (big children – big sorrow)
 4. To know everything is (to know nothing)
 5. Early to bed, early to rise (makes a man healthy, wealthy and wise)
 6. All work and no play (makes Jack a dull boy)

7. When the cat is away (the mice will play)

8. Where there is a will (there is a way).

My dear friends! You have proved that you are really very smart, clever and witty. It was very pleasant to deal with you. Count your points. Get the prices. Thank you for your work.

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Пошукові ігри на природі

Місце проведення: шкільне подвір'я, вулиця, парк або ліс.

Підготування: попередньо частини маршрутних карт різного кольору (залежить від кількості команд) заховати у різних кутках місцевості, де буде проводитись гра, також заховати скарби (скриньки з цукерками), на поверхні яких прикріпити конверти із завданнями.

Процедура проведення: Для того щоб знайти скарби учасникам потрібно відшукати усі частини карти, скласти їх, пройти маршрутом зазначеним в інструкції. Знайшовши скарби, учасники не можуть відкрити їх доки не виконають творчі завдання, вкладені у конверти та прикріплені до скриньок. Наприкінці гри, відкривши скриньки зі скарбами, кожен учасник отримує солодкий подарунок.

Перед виконанням завдання усі прослуховують інструкцію щодо пошуку частин карт. Студенти-волонтери знаходяться на території, слідкують за тим, щоб учасники не відхилялись від маршруту пошуку, відповідають на загальні запитання, надають роз'яснення.

Примітка: із метою залучення всіх учасників, творчі завдання повинні бути індивідуальними та колективними; глядачами або спостерігачами виконання творчих завдань можуть бути вихователі зі студентами або учасники інших команд; кожне виконання потрібно підтримувати оплесками, мотивуючими коментарями, емоційними вигуками.

Приклади творчих завдань: виконання скоромовок, пісень, танців, пантомім, флешмобів, декламування віршів, відгадування загадок, відповіді на запитання, тестові завдання, вгадування музичних інструментів зі слуху (аудіо записи), створення фігур та літер із учасників і т.п.

Рухливі ігри – запорука здоров'я

Обладнання: картки зі словами, 2 хустинки, кеглі, програвач та аудіо запис пісень

Перебіг заняття

T: – What should we do to be healthy?

- to move a lot
 - to eat healthy food
- What healthy food and drinks do you know?
– What unhealthy food and drinks can you name?

Game 1: «Healthy – unhealthy»: Jump and clap your hands if you hear names of healthy food and drinks. Sit down if you hear names of unhealthy food and drinks.

Apples, cheese, lemonade, milk, an onion, a hot dog, fish, coffee, meat, juice, eggs, chocolate, chips, a carrot, a hamburger, a cucumber, a cabbage, sweets.

Game 2: «At the greengrocer's»: P1 is a shopkeeper, P2 is a customer, all the rest are fruit and vegetables. (*Apples, pears, bananas, oranges, grapes, cherries, apricots, melons, water melons, tomatoes, cucumbers, cabbages, carrots, potatoes, onions*).

P2: – Good morning! Have you got ... (apples)?

P1: – Yes, I have/No, I have not.

The mentioned fruit or vegetable runs away. The customer must catch it.

Game 3: «A rainbow»: P1 is a rainbow. The rainbow names a colour. Children who have got the mentioned colour can path through the rainbow. Those who have not got the colour can be caught. Then they become a rainbow.

Game 4: «A teacher of dancing»: P1 is a teacher of dancing. He/She shows movements and all the rest must imitate them.

Game 5: «A bus driver at night»: There are two teams. Each team chooses a driver. The drivers must drive the passengers with closed eyes. The passengers can prompt: e.g. Turn left/right. Go straight ahead.

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Брейн-ринг «Let us travel»

P 1: Good afternoon, dear girls and boys! Today we are having a competition «Brain Ring», and each of you will take part in it.

P 2: During the competition our jury will count your points and put them down. And now we would like to ask our teams to introduce themselves.

P 1: During our game, we'll have 8 stations and some substations. And the first one is «**The Warmer**». We will have 2 questions for every team to answer. You have 10 seconds to discuss a question if you need. For each right answer a team gets 2 points.

P 2: The next station is called «**Words, words, words**» and it has 3 substations. During the first one, you should find antonyms to the given words. For each right pair of antonyms a team gets 1 point.

The first Team	The second team	The third team	The fourth Team	The fifth team
Big – small Go – stay Right – left	Teacher – pupil Question – answer Rich – poor	Bad – good Give – take Day – night	Man – woman New – old Open – close	Start – finish Tall – short Spring – autumn

P 1: At the second station, you should guess the words. On the screen, the letters are not in order. But you should spell them in a correct way. The winner is a team who does it first, and of course, correctly. The winner gets 3 points.

P 2: At the third substation you should make as many words as possible from the word you see on the screen. Write them down on the sheets of paper. You have a minute and a half for this task. The winner is a

team who will have more words. But every team gets as many points as many words it has.

P 1: The next station is called «**Imagination**». And it has 2 substations. At the first substation you will see half of a picture on the screen. Try to guess what there is in the other part. But you will have only one chance. Every team will get 2 pictures. For the right answer a team gets 1 point.

P 2: At the second substation, you will have a possibility to work as poets. On the board, you have a scheme according to which you should write a poem. The winner is a team who does it first and correctly. For this task, the winner gets 2 points.

P 1: Our next station is for **Captains**. You will have two tasks. The first is to identify words of a sentence out of a line of letters and write every word separately. The hidden sentence is on the screen. The winner is a captain, who does it first and in the right way. For this task you can get 1 point.

P 2: The next task will be for team-leaders to read tongue-twisters. The best reader will get 2 points. And all the other – 1 point.

P 1: We see that you are bored and tired to sit on your chairs, so let us move a bit. You are invited to take part in our flash-mob «**I love sports**»

P 2: For the next station, we need one representative. At the station «**Erudite**», we will read 2 statements, and you should say whether it is True or False. For every correct answer, you will get 1 point for your team.

For a long time in Europe, potatoes were mainly given to animals. Christopher Columbus was the first person to bring pumpkins back to Europe. Japan is called the Land of Spices. Caesar salad was named after Julius Caesar because it was his favorite dish. The human body is about 24% water. There are 30 days in February. The tongue is the strongest muscle. Luxemburg is the capital of Luxemburg. Abraham Lincoln was the first American president. George Byron was the author of «Faust».

P 1: The last station is «**Sightseeing**». Every team will see a photo. You should guess what place of London it is and say a few words about it. If you guess correctly, you will get 1 point; and if you give descriptions of sights – 2 extra points.

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Інтелектуальна гра «Do you know adverbs and adjectives»?

Обладнання: роздавальний матеріал, музичний супровід.

Duration: 60 – 90 minutes

Number of participants: 12 – 14

I. Introduction: Good morning! I am happy to welcome you all here today. We are going to play a game called «Do you know adverbs and adjectives»?

II. Division into teams: Random choice: cards. Find the pupils with correct cards so as to form a logical sentence.

Team 1: I worked very hard last year.

Team 2: Lyceum students are the cleverest. (If the pupil gets a smiley he joins the team where there are fewer students).

III. Presentation of 2 teams:

1. Pupils represent their names, mottos.

2. Paying compliments to each other

Team 1 (model): Helen, your dress is the brightest today.

Team 2 (model): Ann, you sing beautifully.

Team 1, 2: (pay compliments to each other)

IV. Board racing:

The teams stay in 2 lines, run one by one and write the correct form of one adjective or adverb on the board.

Музичний супровід: brave, bright, active, wide, fine, old, hot, interesting, polite, famous, loud, fast, difficult, small, strong, nervous, thin, fat:

er	more	the est	the most

1 point for each correct answer

V. Pantomime:

Students practice adverbs by miming actions in different manners (badly, carefully, fast, quietly, politely, well). Give each team a set of cards in an envelope. One student takes a card and mimes the action. The

others in the team try to guess exactly what is written on the card. If the team can guess the phrase on the card, then they keep the card. Emphasize that students only have to say the verb and the adverb e.g. dance badly. The winner is the team with the largest number of cards at the end.

drive carefully	play football aggressively
get dressed quickly	work hard
eat noisily	play chess well
speak English badly	wake up slowly
sing beautifully	dance badly
drink fast	close the door quietly
ask for something politely	say goodbye sadly

VI. A quiz:

Each team has 5 questions. 1 point for the correct answer. If team 1 doesn't know the answer, team 2 can get 2 points.

1. Which is the biggest animal in the world?
2. Which is the tallest?
3. Which river is longer: the Nile or the Amazon?
4. Which is bigger: lake Synevyr or Yalpug? (Yalpug, the second in Europe)
5. Great Britain is the biggest island in the world, isn't it?
6. The Sahara desert is the hottest, isn't it?
7. Where is the longest underground? (New York)
8. Where is the deepest underground? (China- 120m, Kyiv- 105m)
9. Which language is the most difficult to learn? (Arabic, Japanese, Chinese - 1, 5 years to learn to speak)
10. Which alphabet has the most letters? (Cambodian)

VII. The Speaking Game:

Students have to describe a picture or express their ideas or beliefs about a particular subject using adjectives and adverbs.

Subjects: London, love, Christmas, globalization, pop music, gender, friendship, rights and duties, leadership, etc.

VIII. Points. Congratulations.

Матеріали із досвіду роботи вчителів іноземної мови

міста Прилук

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Merry Camp Island

Place: a thematically decorated park or spacious room.

Participants: two groups of children (9-11-year-olds) 10 participants in each, dressed in pirate's clothes, the leader Mr. Greybeard (main pirate) and his helpers.

Task: to gather all pirates' coins or candies and find treasures (a paper box with a list of qualities real friends should have to be able to cross the Atlantic ocean)

1	Honest	8	Caring
2	Loyal	9	Respectful
3	Supportive	10	Helpful
4	Good listener	11	Brave
5	Reliable	12	Smart
6	Humorous	13	Intelligent
7	Forgiving	14	Have good sense of humor

Mr. Greybeard: Yo, ho-ho! My dear little friends! I'm very glad to welcome you here on our ship! How are you?

Children: We're fine!

Mr. Greybeard: Today we're going to start a fantastic journey and find treasure. Are you ready to start?

Children: – Yes, we are!

(dancing flash mob with the help of a dancing class)

Mr. Greybeard: Let us meet our participants (two teams represent their name and motto)

1. Energizers : – Energizers are cool, energizers are great, Energizers are ready to help every day

2. Creatives: – We speak English like a native, that's because we are creative

Mr. Greybeard: – Well «Energizers» and «Creative». Let's start our competition. And don't forget to find the treasure at the end of our journey. You should take part in the competitions and the winner will have a chance to get to the treasure bag first. Let's go on a fantastic journey! The first stop is called.

1. Draw eyes closed Harbor: It causes a lot of fun for children with drawing eyes closed. Take two large sheets of paper. They draw the same shape (for example, contours of the face or body). Participants take a close look at the pictures. Their eyes are blindfolded; they are moved to the sheet and asked to draw an eye or a nose. The next pair of players draws mouths, ears, etc.

Make sure that the path to the figure at the party does not have any foreign objects on which he may stumble. (The team whose picture is better should get several coins).

2. Find the same color Harbor: If your event is held in the street or in a large room, it can hold some mobile contests. For example, show participants a card or an object of a definite color. At the signal, all the children rush to look at each other's clothes to find the shown color; they may not touch the object, but simply call it. You can invite children to find things of a certain shape, bring and name them.

3. Guess the action Harbor: Mr. Greybeard should act like a real actor and show actions. The participants watch the actions and name them aloud. The first to guess a certain action correctly wins a candy. The winner is the team who gathers more candies.

The list of actions:

Sweep the floor	Read a newspaper	Wash hair	Brush hair	Drive a car
Fly	Do make up	Clean teeth	Bake pancakes	Speak on the phone
Eat ice-cream	Knit	Iron clothes	Drink tea	Climb a mountain
Work on the computer	Sing a song	Put on clothes	Put on a sweater	Ride a horse

4. The dress made of paper Harbor: You will need two rolls of toilet paper and a plastic clip. Each team should choose a model out of

their participants and create a dress using toilet paper. The winner is a team whose model is the most extraordinary and unusual. The winner gets several coins.

5. Spring water Harbor: The participants stay in lines. Their task is to pour water from the bowl into a glass with the help of a straw. Young pirates do it one by one. The winner is a team who gets more water into their glass for three minutes.

6. Pirate Duel on the Plank! Any self-respecting pirate will know how to wield a sword, especially in desperate situations. Two pirate participants, armed with swords, step onto the plank and duel while keeping their balance. The person to stay on the longest is the winner, and the next two pirates take their turns.

For this pirate game you will need a plank which you can make by yourself from a long board. You don't need to have it far off the ground (you don't need any injuries), just place the plank on some concrete blocks, old tires, etc. Make sure it is steady enough for the kids to stand on without wobbling.

You can use balloons of long shape to turn them into swords. Moreover, they are soft enough not to hurt anyone. The winner is a participant who remains longer on the plank. The winner gets several coins.

7. Cannonball Blast! A black balloon is tied to a string and the other end of the string is clipped or tied around the pirate's leg. When the whistle blows, players try to pop the other players' cannonballs, but try not to get their balloons popped. They must do this without using their hands. The player whose cannon ball remains undamaged the longest wins! Two teams compete. The helpers tie up the balloons. Don't forget to give coins to the winners.

8. Cannonball Attack! The pirates get into teams and take their place behind their team's pirate ship. Each team is given a set of cannon balls and when the whistle blows, they try to throw as many of their cannon balls at the other team's ship. When the whistle blows again, the team that has the least number of balls in their ship wins. Play a couple of rounds and then award all participants with a coin. For cannonballs use plastic balls or as a more budget option simply use crumpled up newspaper balls. I would make 40-50 of them. Ships can be made out of empty cardboard boxes by children. If they are too young, you may help them with the construction, but let them decorate the ships with markers and

stickers. Use an old pillowcase and let each pirate team create their own flag. It can be done in the first part of a day as the event is held in the afternoon.

Before playing place the ships out about 10-15 ft apart in the yard or party space. Create a line a few feet in front of each ship. Cannonballs can only be thrown from behind your team's line. Play four or five rounds of 3 minutes each.

9. Pass the Cannonball: In this game the little pirates must try to keep the cannonballs in the air (black balloons) while the music is playing. When the music stops, each pirate must grab a cannonball. You draw the name of one of the pirate kids and that child must pop their balloon and complete the pirate challenge inside to win a prize. Start the music again and keep playing until every pirate has won a prize.

You'll need: twice as many black balloons as participants. Start with a balloon for each guest then add a balloon after every round to keep the number of balloons even.

10. Mutiny! This is another favourite pirate game. It needs playing outdoors or in a large indoor room. All little pirates are given swords (either foam or inflatable) and they must race to capture the captain. Every time the Captain is touched with the sword, he must stand in spot until he gives away some of his booty (candy) to be released. The game is played until the Captain runs out of candy.

The captain can be played by you or you can engage an inspired adult to help (but dress him up a little). Kids love chasing adults around, this game is always a hit. You just need a foam sword for each guest and a bag of candies. You may involve parents or teachers who work in the camp.

At the end of the competitions young pirates count their candies and coins which have been gathered in the bags and choose the winner. But one more event is ahead! It is finding the bags with treasures. They are hidden in different corners of the park. The participants just have to choose the right direction and look for the bag carefully. The winner is the first to find the bag. (Disco dancing at the end of the party)

Матеріали із досвіду роботи вчителів іноземної мови
міста Чернігова

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I. People make the place

Procedure

1. Greeting

2. Warming-up. Complete the proverb:

If there is order in the nation/If there is beauty in character/there will be harmony in the home/there will be order in the nation. If there is harmony in the home/there will be peace in the world.

Key: If there is beauty in character, there will be harmony in the home. If there is harmony in the home, there will be order in the nation. If there is order in the nation, there will be peace in the world.

What does this proverb mean?

3. Look at the pictures and describe people:



Key words: Hard-working, romantic, loving, caring, cheerful, hospitable, happy, satisfied, relaxed, helpful, thrifty, optimistic, tidy.

Expressing opinion	
I think...	As I see it, ...
As far as I'm concerned, ...	It seems to me that...
To my mind, ... According to me, ...	In my point of view/my opinion ...
From my point of view...	I take the view that. ..
I am of the opinion that...	My personal view is that...
In my experience...	As far as I understand/can see/see it,

4. Circle the odd word out, antonyms:

1. Reliable, dependable, loyal, unscrupulous
2. Dishonest, frank, sincere, honest
3. Affable, friendly, rude, pleasant
4. Brave, coward, courageous, adventurous
5. Kind-hearted, benign, malicious, good-natured

Key: unscrupulous, dishonest, rude, coward, malicious,

5. Match adjectives with their definitions and make sentences about Ukrainians as in the example:

Ex.: Ukrainians are **helpful** because they are always ready to give a hand to other people.

1	hospitable	a	willing to give money, help or time freely
2	frank	b	believing in good or bad luck, the supernatural
3	generous	c	friendly, good natured
4	amiable	d	welcoming and kind to guests or strangers
5	superstitious	e	able to put up with difficult situations, open-minded
6	tolerant	f	open, honest and strongly showing true feelings and opinions to others

Key: 1-d, 2-f, 3-a, 4-c, 5-b, 6-e

6. Watch and say what Europeans think about Ukraine:

(https://www.youtube.com/watch?v=QC9tHZO0_dk War, Russia, Poverty: Europeans 'negative' view of Ukraine)

7. Work in groups of four. Look at the picture and write the list of the main stereotypes about Ukraine. Add other stereotypes that you have heard.

Yes, I'm from Ukraine No, it's not the part of Russia	Yes, I'm from Ukraine No, I don't eat salo every day	Yes, I'm from Ukraine No, we have another more famous Shevchenko
Yes, I'm from Ukraine No, it's not in Asia	Yes, I'm from Ukraine No, not all my software is stolen	Yes, I'm from Ukraine No, my bones are not full of radiation
Yes, I'm from Ukraine No, I'm not cheap	Yes, I'm from Ukraine No, we don't have snow the whole year	Yes, I'm from Ukraine No, we admit all languages

8. Use your own knowledge and experience to break these stereotypes: Ex.: 1. It can't be true as Ukraine is the geographical center of Europe and it is the largest country in Europe! Ukraine used to be a part of the Soviet Union, which also included Russia, but since the 24th of August 1991 Ukraine is a sovereign and independent country with its national language.

9. Choose the best answer: What kind of people are we, the Ukrainians?

According to the 1. from the social scientists, the Ukrainian mentality shows thrift and persistence, mysticism and warmth, conservatism and quick understanding. We enjoy the life and worship the woman, respect the family and religious 2. We are humane and sentimental, spiritual and a little bit playful.... We are not aggressive, we do not 3. openly, and do not toy with the ideas of historical national suffering and we are resistant to the strokes of 4. And the main visions are clearly 5. In the Ukrainian anthem: "Our enemies will vanish like dew in the sun, and we too shall rule, brothers, in a free land of our own" – meaning we will wait for better and it will come for 6. !

Ukrainian natural curiosity is shown in the educational 7. Almost 40% of Ukrainians have 8. education. Our national ingenuity and quick 9. proves the major physical law: nothing disappears or is lost. Ukrainian intellect simply does not allow it! Lively and quick-witted, optimistic and humorous, pragmatic and conflict-free, careful and curious – here we are, the Ukrainians! They say here: it takes long time to harness us but if we 10. up – you would not stop us!

1	A. information	B. data	C. statistics	D. knowledge
2	A. values	B. rules	C. laws	D. stereotypes
3	A. fight	B. contradict	C. argue	D. conflict
4	A. fate	B. problems	C. misfortune	D. destiny
5	A. announced	B. accepted	C. proclaimed	D. pronounced
6	A. definitely	B. doubtful	C. absolutely	D. sure
7	A. desire	B. thirst	C. intention	D. drive
8	A. high	B. taller	C. higher	D. highest
9	A. wit	B. intellect	C. experience	D. curiosity
10	A. go	B. speed	C. move	D. hurry

Keys: 1-b, 2-a, 3-b, 4-c, 5-c, 6-d, 7-d, 8-c, 9-a, 10-b

10. Underline all the adjectives in the text that describe Ukrainians.

11. Prove that Ukrainians are beautiful, strong, hard-working and we should be proud to be Ukrainians. In order to find necessary information and give specific examples use the Internet.

12. Project presentation. Listen to your classmates and fill in the table:

Name	Occupation	Year	Achievement
Ex. Boris Paton	scientist	1962	the President of the National Academy of Sciences of Ukraine
		2010	Global Energy Prize

II. National Symbols of Ukraine

1. Warming up: What does the name of Ukraine mean?

Write down any adjectives that describe our Motherland and its people. Use every letter as initial. Example: Unique, Kind-hearted, Respected, Amiable, Independent, Nice, Enthusiastic.

2.1. Every country has its national symbols. What do people need them for? What are Ukraine's symbols? What do they symbolize?

Read and check. First of all, work with your partner and complete the text:

A. The first public presentation (to take place) in 1864 in the Ukrainian People's Theatre in Lviv.

B. Coat of arms of Ukraine, is trident (ukr. Тризуб), on the blue shield

C. Symbols of Ukraine (to be) young but (to have) deep historical roots.

D. Flag of Ukraine, is a rectangle divided into two horizontal stripes: blue and yellow.

E. Under these symbols community members (to gather) on the occasion of patriotic celebrations.

2.2 Put the verbs in brackets into the correct active or passive form and tense:



National Symbols, are symbols, that visually and verbally (to present) value and the continuity of history of counties, nations and regions.

1. National symbols of Ukraine are: Ukraine's national anthem, National Flag of Ukraine, National Ukraine Coat of Arms.

2. Ukraine's national symbols (to be conclusively establish) during the Liberation Struggle of 1917 – 21 when the national emblem and flag (to be legally fix) and the anthem (to obtain) de facto recognition. The words to the national anthem «Shche ne vmerla Ukraina» (Ukraine Has Not Died Yet) (to write) in autumn 1862 by the poet Pavlo Chubynsky and the music (to compose) a year later by Greek-Catholic priest Mykhailo Verbytsky.

3. The song (to become) immensely popular and so widely known that Chubynsky's friends (to have) to (to defend) his authorship and (to prove) that it (to be not) a folk song.

4. The colors of the flag (to symbolize): blue – refers to the color of the sky, interpreted as a symbol of peace, yellow – the color of wheat, symbolizes the richness of the earth.

5. Trident which (officially to adopt) in 1918 (to symbolize) the sovereignty of the country through the written inside Ukrainian word «freedom» (ukr. воля).

2.3. Give the correct answer:

1. What are the official symbols of Ukraine? (Emblem, Flag, Anthem)

2. What is the Emblem of Ukraine? (the trident)

3. What color is the flag of our country? (blue and yellow)

4. How is Ukraine's Anthem called? («Ukraine Hasn't Died Yet»)

5. Who was it written by? (by poet Pavlo Chubynsky, composer Mykhailo Verbytsky)

3. **Read the translated version of the Ukraine's Anthem and fill in the text with given words:** *daylight, freedom, alien, cherished, Fortune, nation, hard-working, spirit, rule, soul, liberty.*

Then

Listen

and

check

<https://www.youtube.com/watch?v=V6luAOgeCsk>

National Anthem

Gloriousof Ukraine shines and lives forever.

Blessed by brotherhood will stand up together.

Like the dew before the sun enemies will fade,

We will further and prosper in our promised land.
 We will lay our soul and body for the cherished freedom.
 Cossack blood will raise the nation of the joyous people.
 For the the folk strives ardently from San to Don,
 And will let no power in our common home.
 Aged Dnieper and Black Sea arm in arm rejoice,
 And Ukraine will seet and live by Fortune's choice.
 We will lay our and body for the cherished freedom.
 Cossack blood will raise the nation of the joyous people.
 Passion and hands prove bright future true.
 Song of, loud and clear, guides us all way through.
 Over mountains and steppes it flows, over ages told.
 Valorous Ukraine stands strong in a thriving world.
 We will lay our soul and body for the freedom.
 Cossack blood will raise theof the joyous people.

Key: spirit, Fortune, rule, liberty, alien, daylight, soul, hard-working, freedom, cherished, nation.

6. Read the Anthem and fill in the gaps with the nouns from the list: *home, people, world, land, spirit, freedom*

- 1 promised** -----
- 2 glorious** -----
- 3 cherished** -----
- 4 common** -----
- 5 thriving** -----
- 6 joyous** -----

7. Correct the factual mistake: (if you are not sure, you can use your gadgets in order to check the information). Work in groups of three.

- 1) Ukraine is a monarchy. (republic)
- 2) The independence of Ukraine was proclaimed on June 28, 1996. (August 24, 1991)
- 3) According to the laws of Ukraine a president can't be younger than 18 years old, he must live in the country no less than 1 year. F (35 years, 10 years)
- 4) President is elected by the people of the country at a general election for a period of 4 years. (5 years)

5) The music to Ukrainian anthem was composed by Pavlo Chubynsky. (M. Verbytsky).

6) Voting, which is compulsory, is by the secret ballot and from the age of 16. (Is not compulsory, 18)

8. Now we are going to watch the video about a tiny handwritten copy of the Constitution. You are to hear and answer to the questions (<https://www.youtube.com/watch?v=v67nazi8UpI>):

1) What was the reason of the Constitution's creation?

2) When was it presented?

3) How large is it?

4) How long did it take to complete the Constitution?

5) Where will it be stored?

9. According to the Constitution, the power of the government is divided into three branches. Now in pairs you have to find the names of the branches and complete the table. You are allowed to use all your gadgets and the Internet while searching for the information.

Power			
Representatives			
Functions			

Key: 450 members, the Supreme Court, the President, responsible for the realization of laws, the Cabinet of Ministers, 18 judges, makes laws, the Parliament (the Verkhovna Rada), adopts the State Budget .

Power	Legislative	Executive	Judicial
Representatives	the Parliament (the Verkhovna Rada), 450 members	The Cabinet of Ministers, headed by the President	The Supreme Court (18 judges)
Functions	makes laws, adopts the State Budget	responsible for the realization of laws	

10. Present the information about the branches of the power of the government in the form of the dialogues (question-answer).

Ex.: St1: What are the branches of the power of the government in Ukraine?

St2: They are legislative, executive and judicial.

11. As we see, Ukraine is a sovereign and independent country with its national symbols and Constitution.

Німецька мова

Комлева Т.Д., учитель німецької мови спеціалізованої загальноосвітньої школи № 2 I – III ступенів з поглибленим вивченням іноземних мов м. Чернігова

Сценарій казки «Der Wolf und die Hexe» Das Lied «Guten Tag»

Guten Tag!	Guten Tag!	Danke! Prima! Gut!
Hallo! Wie geht's?		Danke! Prima! Gut!
Guten Tag!	Guten Tag!	Danke! Prima! Gut!
Hallo! Wie geht's?		Tschüs! Auf Wiedersehen!

1. Hallo! Ich bin **Kasperl!** Ich bin jung.
2. Hallo! Ich bin **Hoppel!** Ich bin schnell.
3. Hallo! Ich bin **Krakra!** Ich bin klug.
4. Hallo! Ich bin **Hexe!** Ich bin alt.
5. Hallo! Ich bin **Prinzessin.** Ich bin schön.
6. Hallo! Ich bin **Wolf!** Ich bin böse.
7. Hallo! Ich bin **Maus.** Ich bin klein.
8. Hallo! Ich bin **Fuchs.** Ich bin schlau.
9. Hallo! Ich bin **Rotkäppchen.** Ich bin lustig!

Alle: Wir spielen Theater!

Prinzessin: Kasperl ist allein. Er möchte spielen.

Kasperl: Hallo! Ich bin Kasperl! Spielen wir!

Prinzessin: Aber da ist der Wolf, der böse Wolf.

Wolf: Ha, ha, ha, ich bin der Wolf, der böse Wolf. Ich habe Hunger! Ich habe Hunger! Wo ist der Hase Hoppel! Ich möchte Hoppel fressen. Ich verstecke mich und warte.

Prinzessin: Da kommt Kasperl, und da kommt Hoppel!

Kasperl: Hallo Hoppel! Möchtest du spielen?

Hoppel: Ja! Komm, wir spielen Verstecken. Du suchst.

Kasperl: Tip, tap, tip, tap.

Alle: Oh! Der Wolf hat Hoppel gefangen.

Prinzessin: Da kommt der Rabe Krakra!

Krakra: Was ist denn hier los?

Alle: Oh! Der Wolf hat Hoppel gefangen. Oh weh!

Prinzessin: Kasperl und Krakra gehen zur Hexe Hutschibutsch.

Kasperl: Tok, tok, tok!

Hexe: Wer ist denn da? Ich möchte schlafen.

Kasperl: Tok! Tok! Tok!

Hexe: Ach, das bist du Kasperl! Was ist den los?

Kasperl: Hilfe! Hilfe! Der Wolf hat Hoppel gefangen!

Krakra: Schnell! Schnell!

Prinzessin: Kasperl, die Hexe und Krakra suchen den Wolf.

Kasperl hat Angst!

Wolf: Ha, ha, ha, ich bin der Wolf, der böse Wolf! Aha, Kasperl! Mmmh, ich möchte Kasperl fressen.

Kasperl: O nein ,o nein, die Hexe! Hilfe, Hilfe, die Hexe!

Hexe: Hokus! Pokus! Hokus! Pokus, aus! Und du bist eine Maus!

Maus: Ich bin Maus! Pi Pi Pi Pi! Ich bin klein. Ich bin gut! Ich bin Freund!

Katze: Hurra!!! Der Wolf ist weg!

Fuchs: Der Hoppel lebt!

Rotkäpchen: Der Kasperl lebt!

Fuchs: Der Wolf ist eine Maus!

Rotkäpchen: Der Wolf ist nicht mehr da.

Alle: Wir sind froh und tanzen!

Das Lied «Brüderchen, komm, tanz mit mir»

Brüderchen, komm, tanz mit mir,
beide Hände reich' ich dir,
einmal hin, einmal her,
rundherum, das ist nicht schwer.

Mit den Händchen klipp, klapp, klapp,
mit den Füßchen tripp, tripp, trapp,
einmal hin, einmal her,
rundherum, das ist nicht schwer.

Mit den Köpfen nick, nick, nick,
mit dem Finger tick, tick, tick,
einmal hin, einmal her,
rundherum, das ist nicht schwer.

Сценарій казки «Аліса в Країні Чудес»
(за мотивами твору Л. Керолла)

Дійові особи: Аліса, Кролик, Квіти, Мишка, Соня, Капелюшник, Заяць.

Дія перша. Аліса та Кролик. Перша зустріч (*Аліса сидить під деревом та читає книгу. Вибігає кролик із годинником*)

Кролик: Ай-ай-ай! Я так запізнююсь! Так запізнююсь!

Аліса: Ой! Кролик із годинником, ніколи такого не бачила. Побіжу за ним. Дуже цікаво знати, що там далі буде.

Аліса: Ой. Я падаю, провалилась під землю. А А А а а

Дія друга. Аліса та Чарівні Квіти (*Аліса потрапила у незвичайну кімнату з дивними речами. Вона роздивляється навкруги та помічає чарівні квіти, які з нею починають говорити*)

Червона Квітка: Alisa! Hallo Alisa!

Синя Квітка: Herzlich willkommen im Wunderland.

Жовта Квітка: Wie geht es dir, Alisa? Wir sind froh dich zu sehen.

Аліса: Ой, квіти, що вміють розмовляти. Чудеса!

Червона Квітка: Wir können nicht nur sprechen, sondern auch singen.

Аліса: Шкода, що я їх не розумію. Вони говорять дивовижною мовою.

Синя Квітка: Setz dich, Alisa.

Жовта Квітка: Hör unser Lied zu! Wir werden für dich singen.

(*Аліса сідає на стілець і слухає пісню, яку виконують для неї Чарівні Квіти. Звучить дитяча німецька пісенька про кольори «Grün, grün, grün». Чарівні Квіти тримають різнобарвні букети*).

Das Kinderlied «Grün Grün Grün...»

Grün, grün, grün sind alle meine Kleider

Grün, grün, grün ist alles was ich hab.

Darum lieb ich alles, was so grün ist,

weil mein Schatz ein Jägermeister ist.

Blau, blau, blau, sind alle meine Kleider

Blau, blau, blau ist alles was ich hab.

Darum lieb ich alles, was so blau ist,
weil mein Schatz ein Färbermeister ist.

Schwarz, schwarz, schwarz, sind alle meine Kleider
Schwarz, schwarz, schwarz ist alles was ich hab.
Darum lieb ich alles, was so schwarz ist,
weil mein Schatz ein Schornsteinfeger ist.

Gelb, gelb, gelb, sind alle meine Kleider
Gelb, gelb, gelb ist alles was ich hab.
Darum lieb ich alles, was so gelb ist,
weil mein Schatz ein Gerbermeister ist.

Weiß, weiß, weiß sind alle meine Kleider,
weiß, weiß, weiß ist alles was ich hab.
Darum lieb ich alles was so weiß ist,
weil mein Schatz ein Müller ist.

Rot, rot, rot sind alle meine Kleider
Rot, rot, rot ist alles was ich hab.
Darum lieb ich alles, was so bunt ist,
weil mein Schatz ein Reiter ist.

Bunt, bunt, bunt, sind alle meine Kleider
Bunt, bunt, bunt ist alles was ich hab.
Darum lieb ich alles, was so bunt ist,
weil mein Schatz ein Malermeister ist.

(Аліса аплодує. Встає та розглядає дивні речі в кімнаті)

Аліса: Яке дивне місце. Скільки тут незвичайних речей. Погляньте, яка гарна пляшечка . Мабуть тут смачний лимонад. Може спробувати. Краще не буду. Мене вчили не чіпати незнайомі предмети.

Червона Квітка: Trink, Alisa, unseren zauberhaften Blumentee.

Аліса: Що це? Який дивний напій? Чи бува не отрута?

Синя Квітка: Das ist kein Gift.

Жовта квітка: Trink! Blumentee ist lecker.

Аліса: Ой смакота! Ніколи такого не пила. Ой, що це зі мною?
(*Аліса випиває чай з чарівної пляшечки й починає говорити німецькою мовою*)

Аліса: Was ist mit mir los?

Червона Квітка: Alisa, du bist im Wunderland.

Аліса: Wirklich? Ich verstehe euch! O! Wunderschön!

Синя Квітка: Genau. Du hast zauberhaften Blumentee getrunken und kannst unsere Wundersprache verstehen.

Жовта Квітка: Im Wunderland wartet auf dich viel Interessantes und viel Ungewöhnliches!

Червона Квітка: Viel Spaß, Alisa! Viel Glück!

Синя Квітка: Alles Gute! Tschüs!

Жовта Квітка: Auf Wiedersehen!

Аліса: Sprechende Blumen ! Toll!

Дія третя. Аліса та Кролик

(*Аліса попрощалась з квітами. Несподівано вона зустріла Кролика знову*)

Кролик: O mein Schnurrbart! O mein Schnurrbart! O meine Ohren! Meine Ohren!

Аліса: Ah! Das ist wieder dieses Wunderkaninchen mit der Uhr!

Кролик: Ich komme zu spät. Katastrophe! Alles wäre nicht schlecht, aber Königin, diese Königin. Sie wird wütend, wenn ich zu spät komme

Аліса: Ich will mit ihm reden. Gmm! Gmm! Entschuldigen Sie bitte! (*Кролик злякався та побіг*)

Кролик: Oh seht! Oh seht! Ich komme viel zu spät. Grüß euch! Auf Wiedersehen! Muss gehen, gehen, gehen.

Аліса: Er ist wegelaufen. Was für ein Tag ist heute? Alles ist umgekehrt. Das bin ich oder nicht ich.

(*Аліса намагається знайти вихід із кімнати*)

Аліса: Wie kann ich hier raus? Wer hilft mir?

(*Назустріч виходять святково вдягнена Мишка та Чарівні Квіти, що вмюють співати*)

Аліса: Wer ist da?

Квіти: Maus!!!!

(*Чарівні квіти співають дитячу німецьку пісню «Federik die kleine Maus!»*)

Das Kinderlied «Frederik, Frederik, Frederik, Frederik»

Frederik die kleine Maus
Kommt jetzt geh zu die nach Haus
Frederik die kleine Maus
Spielt und lacht bei die zu Haus
Frederik der ist zu schlau
Denn er weißt es ganz genau
Welche Reime wir so sagen
Welche Spiele wirkend haben
Kinder seid ihr jetzt behalt
denn jetzt ist die spiele Zeit
Und das Lied die kleine Maus
Ist jetzt leider aus
Frederik, Frederik, Frederik,
Du bist unser Glück.

Дія четверта. Аліса та Мишка

(Аліса підходить до Мишки, намагається з нею поговорити.

Мишка розглядає Алісу й мовчить)

Аліса: Vielleicht werden Sie mir helfen. Können Sie sagen, wie kann ich gehen? Klar, es ist ein Französisch Maus. Aber ich spreche ein bisschen Französisch!

(Аліса пригадала лише одну фразу французькою мовою, сказала її Мишці)

Аліса: Où est ma chatte?

Мишка: Wo ist meine Katze???? Hmm!

Аліса: Entschuldigen Sie bitte. Mögen Sie keine Katzen?

Мишка: Sie mögen keine Katzen? Kannst du dir vorstellen mir eine Katze?

Аліса: Wahrscheinlich nein! Seien Sie nur nicht böse! Ich möchte Sie mit meiner Katze Dina bekannt machen. Sie ist sehr nett. Ihre Nase, ihre Ohren, ihre Augen.

Аліса: O, Mäuschen! Komm zurück! Ich werde kein Wort über die Katzen sagen. Bitte, komm zurück.

Мишка: Die Katzen sind sehr gefährlich. Sie jagen Mäuse, darum mag ich die Katzen nicht. Ich gehe zu meinen englischen Freunden zu Besuch. Sie sind gute Freunde. Komm mit. Sie haben heute Teaparty.

Аліса: Sehr gern. Ich mag englischen Tee und ich verstehe Englisch einbißchen.

Дія п'ята. Чаювання

(Звучить англійська пісня «Teaparty». Капелюшник, Заєць та Соня сидять за столом, п'ють чай, розмовляють англійською. Мишка та Аліса підходять до столу)

Капелюшник: Oh! It's time for tea! Would you like a cup of tea?

Соня: Yes, please. May I take this big cup?

Капелюшник: If you please. Would you like some milk?

Соня: Certainly. I like tea with milk.

Капелюшник: And what about a slice of lemon?

Соня: No, I don't like lemons. Could I take a piece of bread with some jam?

Капелюшник: Oh, sure. We have got delicious jam today.

Соня: Really? What jam?

Капелюшник: Its strawberry jam. It's nice and sweet.

Соня: Thank you very much.

Капелюшник: I would like a cup of tea with sugar and a piece of cake.

Капелюшник: Sleep, Sonya, sleep!!!!

Аліса: Sorry! Is this place free?

Капелюшник: No! There are no free places!

(Аліса бере зі столу чай, випиває, починає говорити українською мовою. Сідає за стіл)

Аліса: Це неправда. Тут скільки хочеш місця. О! Нарешті я говорю рідною мовою.

Заєць: Ти хочеш торта?

Аліса: Якого торта? Щось я його тут не бачу.

Заєць: А його тут й немає. Хі-хі-хі.

Аліса: Навіщо ж ви його тоді пропонуєте? Це не ввічливо.

Заєць: А сідати за стіл без запрошення теж не ввічливо.

Аліса: Я не знала, що це тільки Ваш стіл. Я гадала – він для всіх.

Мишка: Друзі! Не сваріться! Ходімо краще на бал до нашої Королеви. Там будемо танцювати і веселитися.

Соня: Ура! Танці! Я люблю танці! *(П'єса закінчується веселим сучасним танком)*

Матеріали із досвіду роботи вчителів іноземної мови
Парафіївської об'єднаної територіальної громади

Алексєєнко В.М., учитель англійської мови Парафіївської загальноосвітньої школи I-III ступенів Парафіївської селищної ради

The Intellectual Café Mr. Eater

Обладнання: картки із завданнями, зображення продуктів харчування та страв, кросворди, презентація, мультимедійне обладнання.

Форма проведення: конкурс-вікторина

Перебіг заняття

I. Організаційна частина:

T: Good morning, boys and girls! Today we are going to have a competition in «The Intellectual Café Mr. Eater». So you are divided into 2 teams: «Varenyky» and «Syrnyky». And our judges are.... But firstly, I want to play a game with you. I will name some food words; you should stand up, rub your tummies and say «Yum-yum» if you like eating this/these: **Bread, soup, eggs, tomatoes, biscuits, butter, cereal, juice, rice, strawberries**

II. Основна частина:

I. Group Work. Traffic Light Diet

Teacher: Traffic is too difficult and dangerous so you have to be careful and attentive. Go on and match the parts of the words or word-combinations and make up your colour of traffic light diet.

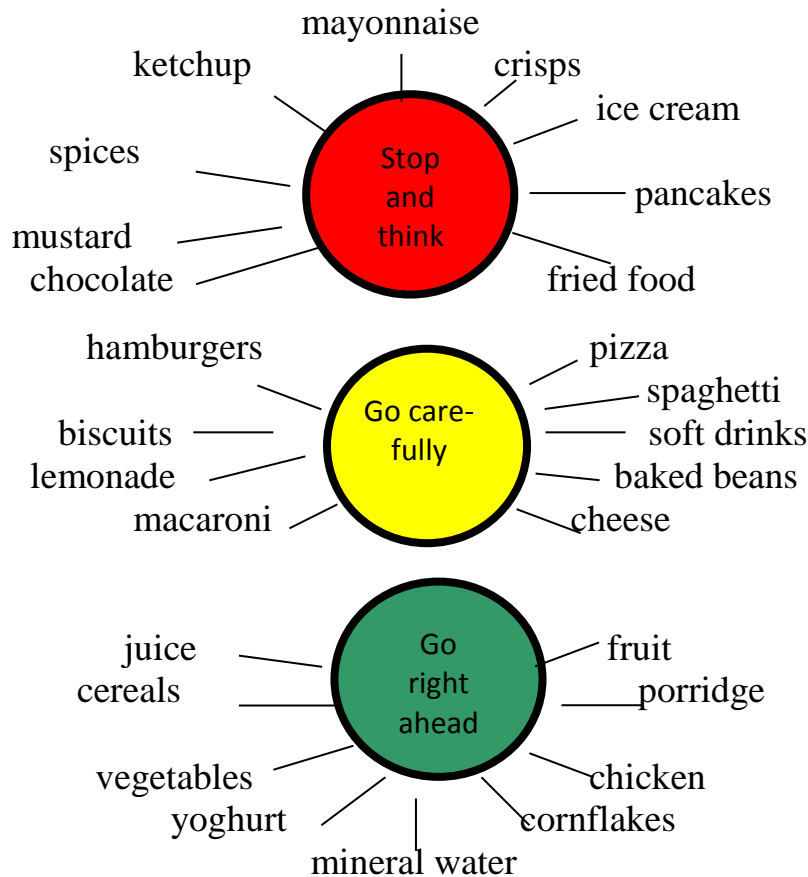
Team 1 – red – stop and think (these foods have a lot of fat or sugars or salt) must -, - cream, mayon -, choc-, - naise, - food, ket -, spi -, - cakes, - ces, pan -, - ard, ice -, cri -, - olate, - sps, fried - , - chup

Team 2 – yellow – go carefully bis - , baked -, - zza, - urgers, pi -, - aroni, - ese soft -, - beans, lem -, mac- , onade, spagh-, - etti, - cuits, hamb - , che -, -drinks

Team 1 and Team 2 «Who will be the first»? – green – go right ahead Cer -, - idge, porr -, - ables, chi-, veget -, corn -, ju -, mineral -, - it, - urt, fru-, - ice , - eals, - cken - water, yogh -, - flakes.

The captains or representatives of the groups make up the traffic light diet on the blackboard.

Teacher: Present your traffic lights diet on the blackboard. You are good pupils!



II. Role play «In the café Mr. Eater»:

Teacher: What a lot of customers! Glad to see you. I'm a manager. I wish you would have creative pleasure appetite. Our guests will be our jury. You have to count the words connected with the topic «Meals». (Учень читає всі слова, серед яких є слова з теми «Їжа». Учасникам потрібно порахувати їх кількість – 2 бали за правильну відповідь.): *Milk, apple, home, friend, school, soup, spaghetti, potato, porridge, bell, bread, cheese, fish, brother, Africa, parents, meat, seven, teacher.*

III. Make up dialogues:

Barman: Welcome to our intellectual café Mr. Eater. You should put the sentences in the correct order and make up the dialogues. (Учасникам роздають репліки з діалогу, їм потрібно скласти діалог – 4 бали. Час на підготовку – 2 хв.)

DINNER TIME

- Would you like to come to the table now?
- I think everything's ready.
- Thank you. Oh, this looks lovely.
- Would you like some salad?
- This is absolutely delicious.

- Thank you. I'm glad you like it.
- And would you like some steak pie?
- No, it really is lovely, but I don't think I could manage any more, thank you.

COFFEE TIME

- Coffee?
- Black, please.
- Help yourself to the marzipan cake. No, thank you.
- I'm afraid marzipan doesn't agree with me.
- Could you pass some apple-pie instead, please?
- Here you are.
- Thank you.

IV. What vegetable is it?

Teacher: Great! And the next task is called «What am I»?

(Учні читають опис продукту, потрібно підібрати зображення до опису – 2 бали за кожну правильну відповідь. Завдання на швидкість).

Teacher: After the fourth round the score is: «Varenyky» ... points and «Syrnyky»...points.

V. Doing crosswords: Завдання на швидкість – 1 бал за кожне вірне слово.

VI. Cocktail Musical Relaxation

Barman: It's high time for relaxation. (Учні співають пісню «Clap your hands»)

VII. Situational Dialogues. Group → Waiter

Waiter: Now, are you ready to order?

Customer: I think we are.

a) **Waiter:** What would you like to have for starters?

Customers: I'd like to have green salad, please. The same for me.

Waiter: What would you like to start with?

Customers: I'll start with the melon. I think I'll start with soup.

b) **Customer:** I'm at a loss. I don't know what to order. Could you recommend something to me?

Waiter: Yes, certainly. Do you like sea-food? Why not start with the shrimp cocktail then?

Customer: It's fine with me. And what's «the soup of the day»?

Waiter: It's onion soup: onions, chicken broth with melted cheese.

Customer: Sounds good.

Waiter: It tastes good too.

c) **Waiter:** What would you like to have for the main course?

Customer: I'll have steak and new potatoes.

d) **Waiter:** Do you want any sweet?

1st Customer: A cup of coffee and cheese to finish with, please.

Waiter: How about pudding?

2nd Customer: Chocolate pudding for me. Please.

e) **Waiter:** Are you ready to order your drinks?

1st Customer: A glass of mineral water for me, please.

2nd Customer: An orange juice, please.

VIII. Matching:

Barman: Take the cards and match the words with their definitions. Maybe you don't know some words, but try to guess their meaning. You have 2-3 min. to do this task. (**The correct column:** учням роздають картки із завданнями: поставити слова у відповідну колонку – 2 бали)

1	Borshch	A	salted pork fat with, or without garlic and pepper
2	Holodets	B	small baked breads, often buttered and topped with garlic and dill
3	Varenyky	C	cabbage rolls stuffed with rice and minced meat
4	Salo	D	very thin pancakes
5	Syrnyky	E	large stuffed dumplings, can be stuffed with potatoes, meat, berries, cottage cheese
6	Holubtsi	F	fried cheese pancakes, usually served with sour cream, honey, or jam
7	Pampushky	G	meat (beef, or pork) aspic, prepared with garlic, onion, bay leaf and black pepper
8	Nalysnyky	H	cabbage and beets based soup, usually with pork or beef meat, served with sour-cream

X. Game Always, Sometimes, Never

Waiter takes full of food and drinks basket and gives them to the pupils.

Pupils show their friends and recommend it according to the structures:

You can always eat (drink)... (apples, bananas, tomatoes, oranges, mineral water...).

You can eat (drink)... (sweets, chocolate, coffee, sour cream, ...) sometimes.

Never eat (drink)... (vinegar, oil, washing powder, soda, ...).

Customers: Could I pay now, please. Could I have the bill, please? The bill, please.

Waiter: Here's your bill, please. Here you are, sir. Here it is, sir.

Barman: Dear customers! Our time is nearly up and the jury counts your last calories. We know that tastes differ. Will you be so kind to leave us your offers to make our service better? And we'll do it!

Game «Snowman» ($P_1 \rightarrow P_2 \rightarrow P_3 \rightarrow \dots$): I like mushrooms. I like mushrooms and beans. I like mushrooms, beans and apples. I like mushrooms, apples and tomatoes, but I don't like beans. I like apples, mushrooms, tomatoes, fried potatoes and fish but I don't like beans and coffee.

Barman: I want to add. I like English very much. Eat vegetables and fruit and they'll do you good. You can leave your thoughts in our intellectual Café customer's Area or in our register book of suggestions. Do it, please.

Teacher: Draw your face on the sticker cards that are on your desks ☺ and stick them on the blackboard in our Customer's Service Area. Welcome to our intellectual café Mr. Eater and eat the right food!

III. Заключна частина: Оголошення результатів (Журі підраховує загальну кількість балів кожної команди. Під час підрахунку балів учні розігрують сміховинку «At the Restaurant»)

At the Restaurant

Characters: the Man, the Waiter.

A man is sitting at a small table. A waiter is sitting on a chair farther off. He is dreamy and is singing a song.

Man: Waiter!

Waiter: (*coming up to the man*): Yes, sir, what can I do for you?

Man: Please bring me a plate of soup.

Waiter: What kind of soup?

Man: Any kind of soup, but be quick, I am in a hurry.

Waiter: All right, sir, just a minute. (*Shouts at the cook*). One soup, quickly! (*Sits down on his chair, goes on singing*).

Man: Please, I want my soup.

Waiter: Oh, yes, certainly. At once, sir, at once! (*He goes to the kitchen, brings a plate of soup and puts it on the table in front of the man. Then he goes back to his place and goes on singing.*)

Man: Waiter!

Waiter (*coming up to him*): Yes, sir?

Man: I can't eat the soup.

Waiter: But it is a very good soup. Hot and thick. Well, I'll bring you another kind of soup. Just a minute! (*He takes the plate, goes away and brings another one. Then he sings again.*)

Man: Waiter!

Waiter (*coming up to him*): Yes, sir?

Man: I can't eat the soup.

Waiter: But our cook is the best cook in London, and he is especially good at soups. But if you don't like this soup, I can bring you another kind.

Man (*angrily*): Leave the soup here, and bring me a spoon. I have no spoon!

Waiter: Oh, what a fool I am!