Target language

Language Structures

I think it's number ___ because ...
I don't thinks it's___because...
Which numbers are missing?

Vocabulary

symbol	shape	circle	square	triangle
1 pair	2 pairs	3 pairs	4 pairs	partners
group	plan	diagram	heading	title
boxes	numbers	odd	even	pattern
missing	represent	rows	add	on
in front of	behind	opposite	around	column
next to	on the left	on the right	between	before
after	names of friends	diagonally opposite		

Resource: Communicative Barrier Game Student A and Student B worksheets

INDEPENDENT

Friends Communicative Barrier Game

Instructions

Oral dictation, placing students name tags on three groups of desks. Each student has half the worksheet. (Student A and Student B)

The teacher says:

> *Today we are going to play another barrier game like the one you played when you placed the classroom items on the desk.*

Ask students work with a partner (Partner A and Partner B)

In pairs, students give the three groups on their worksheet names (eg Tigers, Lions, Rhinos).

Students number the tables in their groups following the odd, even pattern.

Students sit opposite each other so that their partner can't see the writing on their worksheet.

They decide on four different friends' names each which they write underneath the boxes on their worksheets and add their own names (five names each).

Both students write their four friends' names plus their name in different positions in the group boxes. This means students already know the positions of their four friends and themselves but need to find the positions of the other five students by asking their partner where they are located.

Students then work out their clues to help them verbalise their instructions. Eg

Student B says: *Where is Lin's name tag?*

Student A says: *Lin's name tag is in the Tigers' group on desk 5. Student B locates this box and writes Lin's name or asks further clarifying questions.*

Student B says: *Where is Tam's name tag?*

Student A says: *Tam's name tag is in the Lions' group between desks 8 and 10.*

Students continue until they each have 10 friends listed. Check for accuracy and reflect on the ease or difficulty of completing the task.

This activity can be copied and used as a fast finishers or playground game to practice these skills.