## The Giant Turnip

### Bingo game



The bingo game has been devised to encourage pupils to explore the theme of vegetable growing in relation to the Giant Turnip book. The matching activity reinforces the learning of core words from the story.

Suitable for pupils aged 5+

The Learning Outcome will be that pupils will have familiarised themselves with the key vocabulary from the story in a fun way, as well as developing an understanding of what plants need to grow. They will have had the opportunity to practice language structures as outlined in the core text information.

Copyright © 2011 All rights reserved

Only those schools and learning institutions who have subscribed (as defined by records and certificate) are allowed to print out this content.

 ${\it Please visit www.mantralingua.com\ or\ email\ collaborate@mantralingua.com\ to\ subscribe.}$ 



# The Giant Turnip Bingo game

Illustrated by Richard Johnson

Theme: Growing Vegetables

Age range: 5+

#### Context:

The bingo game has been devised to encourage pupils to explore the theme of vegetable growing in relation to the Giant Turnip book. The matching activity reinforces the learning of core words from the story. If pupils can not read English you can record the vocabulary with the TalkingPEN onto either the 'word' or 'picture' cards for them to listen to.

You might like to devise other ways of playing the game or substitute the vegetables with ones that pupils might be more familiar with.

#### Preparation:

Print out the A<sub>4</sub> sheets.

If possible, laminate the 'game board' and cover the two word pages with 'clear pvc self adhesive book cover film'. Then cut out the squares to make 'word' cards.

#### HOW TO PLAY:

This game can be played by two or more players, either in teams or individually.

Use the pictures as your game board and cut the 'words' into cards, or vice versa.

Turn the word cards face down and shuffle them. Players take turns to turn over the top card and read the word/s. The player with the right picture puts up their hand and is given that card to put on their board.

The winner is the first player or team to cover their game board.

#### **Learning Outcomes:**

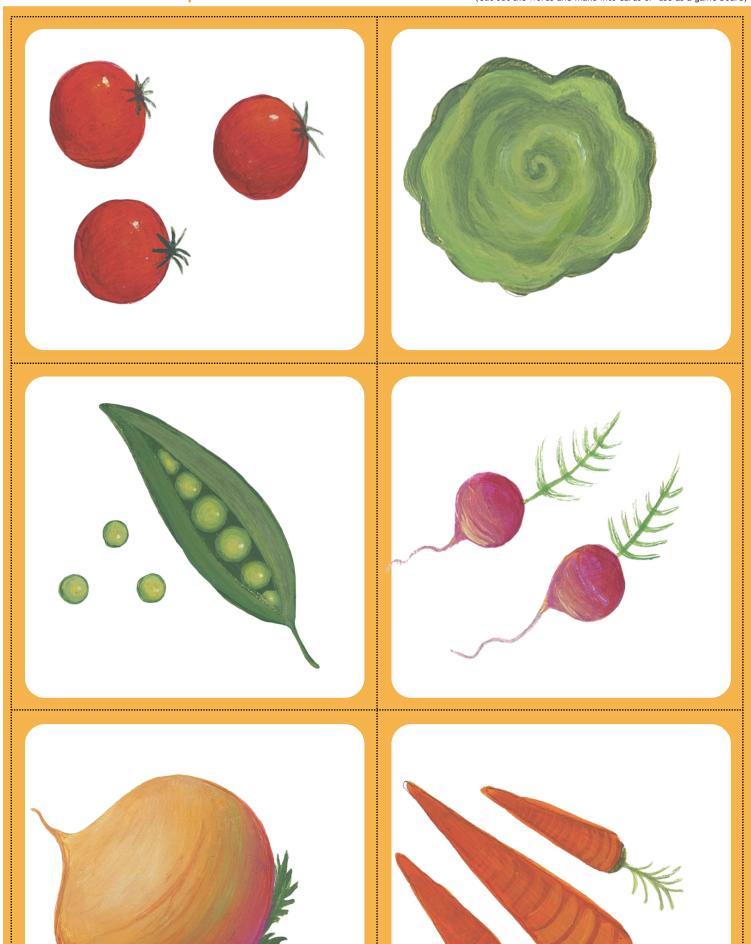
Pupils will have familiarised themselves with the key vocabulary from the story in a fun way, as well as developing an understanding of what plants need to grow. They will have had the opportunity to practice language structures as outlined in the core text information. Teachers may combine the best recordings for sharing or keep them for assessment.

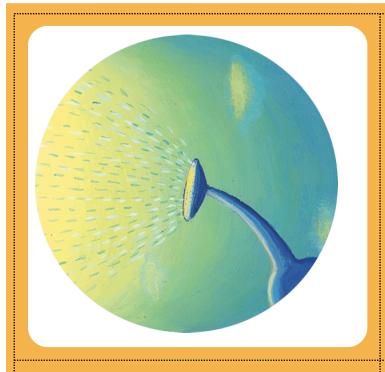
If you have found further learning outcomes please share them by emailing collaborate@mantralingua.com, quoting LitGTo1.0

Mantra Lingua Ltd, Global House, 303 Ballards Lane, London N12 8NP 0044 (0) 208 445 5123

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

















tomatoes

watering enormous!