

МБОУ «КОНСТАНТИНОВСКАЯ ШКОЛА»

LET'S PLAY TOGETHER

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Create Your Own Country

Every group will now make their own country. This is a completely new country so be creative! For your country, you must come up with the following things:

- ▣ Culture
- ▣ Flag
- ▣ Human Rights
- ▣ Laws
- ▣ Political System

You should also draw a map of your country so others can see what it looks like, its shape, and what kind of terrain it has

Fun Activities/Games

Capture the Flag

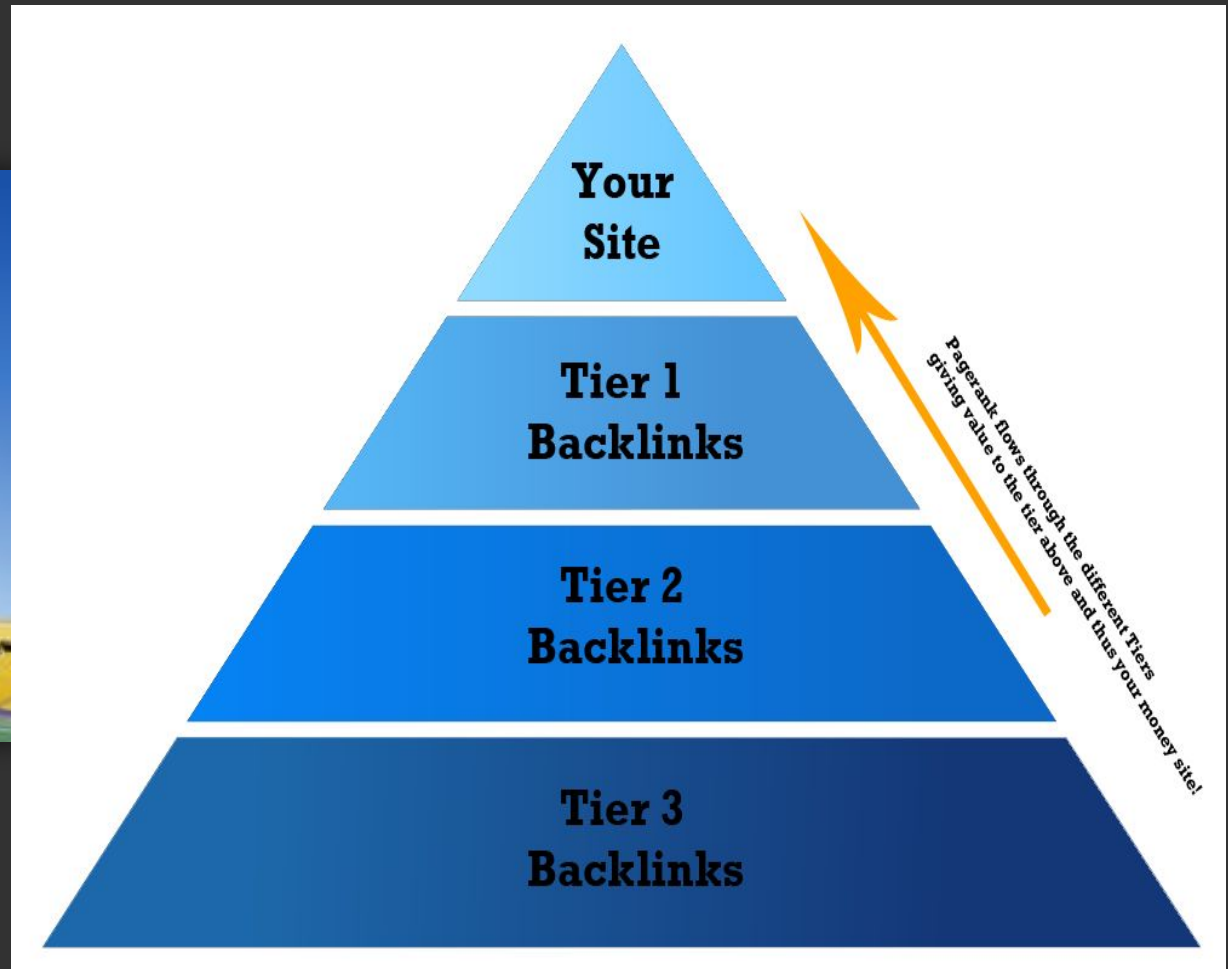
Each team takes one half of a large field. Each team places their “flag” at the back of their half of the field. Teams must grab their opponent’s flag and take it back to their side, without being tagged on their opponent’s half of the field. If they are tagged, they must drop the flag and go to “jail.” Every few minutes, the judge will yell “Jail break” which sets everyone free who is in jail. If a person makes it back to their side with the other team’s flag, their team wins. A player can’t go within 3 meters of their own flag/the flag they are guarding.

What Makes a Good Leader?

First, ask the pupils what makes a good leader and briefly discuss. Then, the pupils will create their own perfect leader. In groups, the pupils will draw the features (eyes, nose, mouth, ears, hair, etc.) of a good leader. The students must think about every body part. For example, big eyes so the leader can see every problem before it happens. Or a big nose to smell trouble. Pupils must draw each part of the body down to the feet of the leader. After the drawing is complete, pupils must name their leaders, give their leaders an age, come up with a quick life story, etc. Once everyone presents their leader, compare and contrast the leaders. What is different between them? What is the same?

Anyone can be a leader. Leaders come in all shapes and sizes.

Building a Pyramid



Steal the Bacon

Two teams are trying to grab an item in the middle of the field/room. The players on both teams will be given numbers 1 thru 10 (or however many people are on each team). The judge/leader calls out a number. For example, if the judge calls out 3, both 3's from the teams will try and grab the item and run it back before the other. The other person can tag them before they cross their line to keep them from gaining a point though. The leader can also yell out doubles or triples of numbers: 7 and 5! Or 1, 2, and 3!

- **Любовь слепа.**
- **Любовь не замок не закроешь.**
- **Любовь найдёт себе дорогу.**
- **Люби меня не сильно, только долго.**
- **Любишь меня, люби мою собаку.**
- **Сребролюбие - корень всех зол.**
- **В любви и на войне всё дозволено.**
- **Любовь движет миром.**

- 1) Love is blind.
- 2) Love laughs at locks myths.
- 3) Love will find a way.
- 4) Love me little, love me long.
- 5) Love me, love my dog.
- 6) Love of money is the root of all evil.
- 7) All is fair in love and war.
- 8) It is love that makes the world go round.