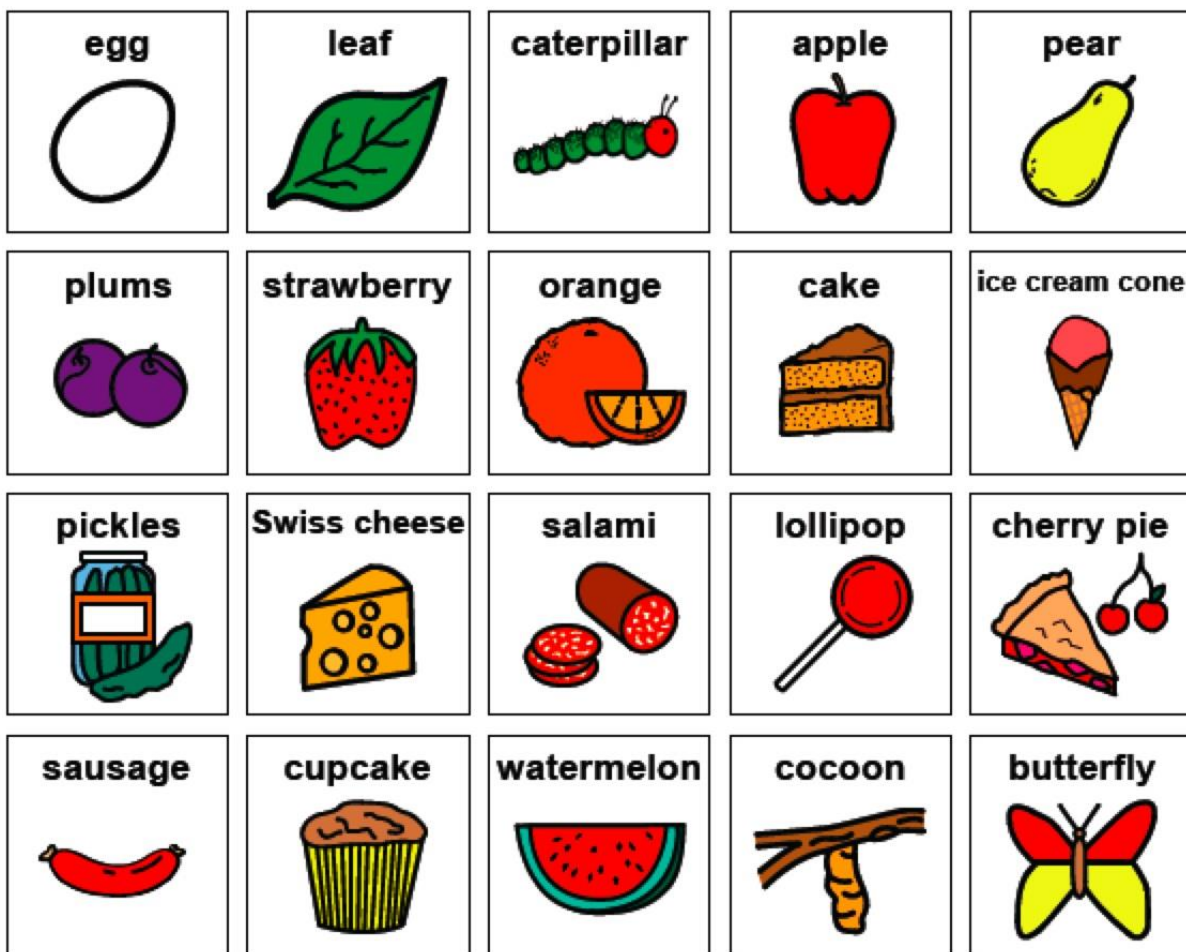


# BINGO

Bingo cards have 20 squares, in each card the squares with the elements of the story “The very Hungry Caterpillar” are placed in different positions. Each student receives one of the cards. The teacher calls out one of the elements and if this element is on a player's board, its square may be covered with a small piece of paper. When a player has a full line straight across a row, or straight down a column, he yells out "bingo!" and wins the game.

It is possible to continue with some more matches, asking the winner to be the caller.



# TEAM BOARDGAME

The class is divided in 2 teams.

The boardgame is showed on the whiteboard and each team chooses a magnet to point out its position during the match.

A member of each team throws the dice and sees where it lands, then makes up a sentence to describe what happened in the story "The very Hungry Caterpillar".

If the student can't say anything or is in difficulty he/she can ask a member of his/her team to help him/her.

1 – 2 or 3 points are given to the team according to the information given, taking into consideration: correct information, pronunciation, complete sentences

