

Awesome Kidz 2

Unit 3 Lesson 8



Aim: Students will learn and identify key furniture and objects commonly found in the **bathroom** and **living room**. Through observation, matching, and discussion, they will begin to associate English words with household items and their practical uses.

Time: 45-60 minutes

Materials:

- Flashcards or realia of household items (miniatures or images)
- Bingo Game *attached
- Beans or markers to mark the Bingo cards

Tip: Use real-life connections. Walk students through classroom objects first and relate them to similar items at home:
"This is our light. What do we call a light at home? A lamp!"

Engage:

Draw the furniture items on the board or use flashcards to introduce them to the students. Write the names of the items and have students read them with you. Ask guiding questions to personalize the activity: "Do you have a sofa at home?" "What colour is it?"

Explore & Practice:

With the Book

Show the book page. Use the example line to explain that students will draw lines from each shadow to the correct object. Walk around to monitor their progress and assist as needed.

Bingo Challenge:

Play Bingo first as a whole class. Then divide the students into small groups and assign one "caller" per group. This promotes peer interaction and reinforces vocabulary recognition.

Closing:

Room Charades

Mime using an object (e.g., turning on a lamp, sitting on the couch). Ask students to guess and name it in English:
"Couch!" "Lamp!". Invite students to take turns miming.

		
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Caller Cards

Cut the cards and call the times out randomly.

