

Teaching **English**

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Names of the months - significance

Aims

- To develop and practise speaking skills
- To learn some interesting cultural and historical facts
- To work in a team to reach agreement

Age group

Teenagers and adults

Level

A2 +

Time

45 - 50 minutes

Materials

Game cards sheet (1 per group) Answer key (1 per group)

Introduction

All over the world we have unique names for the months of the year, often with historical or cultural references. This game encourages students to think about these references at the same time as they play a game.

In this lesson students play a fun quiz-based card game in groups. They have to discuss three facts about each month and guess which fact is false. Students play in groups of odd numbers so that they are forced to reach agreement. The information is meant to be informative and fun.

For homework, or as a follow-on classroom task, students find out some background information about different calendars in other cultures.



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Procedure

Before the lesson	Download and make copies of the worksheets you need for the lesson.		
iesson	Cut each game worksheet into 12 separate <i>cards</i> . Then <i>shuffle</i> each set of cards so that they aren't in order.		
1. Warmer (5 – 8 minutes)	Write $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$		
	What is the weather like in your town/country in (August)?		
	What do people do in your town/country in (August)?		
	What events take place in your town/country in (August)?		
	How do you say (August) in your language?		
	Where do you think the name (August) comes from?		
2. True or false card activity (35 – 40 minutes)	1. Put students into groups of odd numbers (3 or 5) and give each group a set of 12 cards face down on a desk.		
	2. When you give a signal, teams turn over the first card and read the facts. They have three minutes to discuss the information and decide which of the facts is false. They record their answer on a piece of paper. Please note that the main object of the game is to discuss the information and agree on an answer. Everyone in the team should contribute with ideas.		
	3. When the time is up, give a signal and teams turn over the next card.		
	4. Continue in this way until all 12 cards have been seen and teams have recorded 12 answers.		
	5. Give each team an answer key so they can check their answers and award themselves a point for each correct answer.		
3. Homework / extension	Students find out and research information about different calendars. The link below might be useful: https://en.wikipedia.org/wiki/List_of_calendars#Variant_month_names		

Contributed by

Katherine Bilsborough

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