



## OUTDOOR GAME: CAN I GO TO THE POOL?



### Teacher's notes

**Language:** “Can I...?”; Yes, I can.”; “No, I can’t.”; animals: cat, cow, dog, donkey, duck, frog, goat, pig, pony, sheep; actions: flap, hop, jump, kick, prance, splish-splash, spring, stamp, turn round, wiggle (any actions you decide to use)

**Resources:** chalk; if you want to make it more colourful you can use animal masks (they can be done as cross-curricular activities).



### Previous preparation:

1. choose the place where the game will take place: the playground, a park, or the swimming pool area are fine;
2. choose the path leading to “THE POOL” – if there is a natural path in the area it will be great;
3. mark the START, the path, and “THE POOL” (chalk marks on the ground will do);
4. decide where to have “checkpoints” for each of the nine animals in the story *Down by the Cool of the Pool* but the frog (dog, cat, sheep, goat, duck, pony, cow, donkey, and pig);
5. mark the “checkpoints” by writing the names of the animals on the ground or putting up pictures on the wall, for example;
6. choose the children for the different roles: one for each of the nine animals (see 4. above); the remaining are frogs;
7. explain the rules and each one's role, and practise what the children have to do and say, in advance.



### The game:

1. the children playing the roles of dog, cat, sheep, goat, duck, pony, cow, donkey and pig are placed in their “checkpoints”, along the path that leads to THE POOL;
2. the remaining children, the frogs, are placed in line at the START; they all want to go to the pool, but have to pass each of the checkpoints by doing what they are asked to (see “possible lines” below);
3. one at a time the frogs run to the “checkpoints”, following the established order; when getting to the first (the dog, for example), they ask: “Can I go to the pool?”; the dog asks a question: “Can you turn round?”; if they can

---

do what they are asked, the dog says: “Yes, you can,”; they are then free to run to the next “checkpoint” and so on, all the way “down to the cool of the pool”; if they can’t do the action, the dog says: “No, you can’t. Go back!” and they have to go back to the end of the line at the START and wait for their turn again;

4. the next frog in line starts immediately after the first one has moved on to the next “checkpoint” or back to START, and so on (this is important to avoid extra confusion); this way, all the children will be engaged in something, avoiding a long wait; you should stay at the START to control, at least the first time the game is played, but it’s also advisable to go around and check if the dialogues are being done correctly;
5. when the last frog has reached the pool, all the other animals can join in and shout all together “Splish-splash!!!”.

**Possible lines:**

Just a previous word of advice – you can do it with any actions the children can recognize in English; these are just suggestions, based on the actions in *Down by the Cool of the Pool*:

**Dog:** “Can you turn round?”

**Cat:** “Can you spring?”

**Sheep:** “Can you stamp?”

**Goat:** “Can you hop?”

**Duck:** “Can you flap?”

**Pony:** “Can you prance?”

**Cow:** “Can you jump?”

**Donkey:** “Can you kick?”

**Pig:** “Can you wiggle?”



**Important notes:**

1. This is a very active game, with many different roles to be played, with verbal and non-verbal language involved, which makes things more difficult for the children (and obviously for you, mainly in terms of control, both of the children's physical activity and movement, and language command); that's why we recommend that a lot of practice take place in advance, and they have some autonomous command of the structure "Can I..?" and Yes/No- answers, as well as the vocabulary involved, before the game, which is intended as consolidation practice and FUN with the language.



2. Make sure the path you choose is easy and safe; the children will be running fast and moving a lot.



3. Don't be afraid of the confusion and noise, as long as it's part of the game.



4. If your class is too small, use fewer animals/"checkpoints", because you need a lot of frogs to make it funny and lively.
5. This could be done just before a swimming class at the swimming pool. What could be more realistic than that? In this case they can jump into the pool when saying the final "Splish-splash!!!".



6. You can make it into a board game played with a dice and markers, by using the board provided for "The Splish-Splash Race" and cards for the questions at each "checkpoint".