

Dinosaur Dig

Topic

Dinosaurs

Aims

To develop and practise:

- vocabulary: vocabulary connected with computer games and dinosaurs
- structure: past simple
- integrated skills: listening, speaking, reading, writing

Age

Older primary (9–11 years)

Time

90 minutes approximately

Materials

1. Story, activity sheet, answers and transcript: 'Dinosaur Dig'
<https://learnenglishkids.britishcouncil.org/en/short-stories/dinosaur-dig>
2. Flashcards and factsheets
<https://learnenglishkids.britishcouncil.org/en/flashcards/dinosaur-flashcards>
3. Word game: 'Dinosaurs'
<https://learnenglishkids.britishcouncil.org/en/word-games/dinosaurs>
4. Song, activity sheet, answers and lyrics: 'Dinosaur 1-10'
<https://learnenglishkids.britishcouncil.org/en/songs/dinosaur-1-10>
5. Jokes
<https://learnenglishkids.britishcouncil.org/en/jokes/triceratops>
<https://learnenglishkids.britishcouncil.org/en/jokes/blindfolded-dinosaur>
<https://learnenglishkids.britishcouncil.org/en/jokes/dinosaur>

For a complete list of all 'Dinosaurs' content on LearnEnglish Kids, click here:

<https://learnenglishkids.britishcouncil.org/en/category/topics/dinosaurs>

Introduction

In this lesson, learners will be introduced to the popular story 'Dinosaur Dig'. They will watch the story, complete comprehension activities, look at some lexis for computer games and dinosaurs, and review the story. Finally learners can do some extension work based on the story, finding out about dinosaurs, inventing their own, and presenting it to the class.

Procedure

1. Introduce the topic (5 mins)	<ul style="list-style-type: none"> • Show a screenshot from the story from approximately 10 seconds into the video. Ask learners what they think the girl is holding. Accept all guesses, then tell them it is a computer game. • Ask learners if they think they would like this computer game, and what their favourite computer game is.
2. Focus on the story: gist (5–10 mins)	<ul style="list-style-type: none"> • Ask learners to predict what they think the story will be about and what might happen in the story. Brainstorm ideas as a class and write them on the board. • Play the story. Learners listen and say which of the ideas on the board were correct.
3. Focus on the story: comprehension (10 mins)	<ul style="list-style-type: none"> • Ask learners to complete as much as they can of part 1 of the activity sheet: put the sentences in order and match the sentences to the pictures. • Play the story again to help learners finish. Then give the learners the transcript of the story to check their own answers.
4. Reviewing the story (5 mins)	<ul style="list-style-type: none"> • Ask learners if they liked the story, and if they would play the game again if they were Sonia. Play the story all the way through. Pause the story at logical points, ask questions about what has just happened, and ask learners to tell you what happens next. You could give points for correct answers.
5. Focus on vocabulary: dinosaurs (5–10 mins)	<ul style="list-style-type: none"> • What kind of dinosaur do they think it was in the story? What dinosaurs do they know? Elicit some common dinosaurs with the dinosaur flashcards and/or the 'Dinosaurs' word game. • Now learners can work in pairs or threes and play a game of Pelmanism with a set of the flashcards. Each time they turn over a card they need to say the name of the dinosaur. The person who finds the most pairs is the winner.
6. Focus on structure: group interviews (10–15 mins)	<ul style="list-style-type: none"> • Introduce some vocabulary to describe dinosaurs using the dinosaur factsheets, such as plant-eater, meat-eater, x metres long, etc. • Choose one of the factsheets and display it as large as possible, so that all the learners can see. Ask them questions about the dinosaur and encourage them to find the answers on the flashcard. The questions could be: <ol style="list-style-type: none"> 1. What does 'Velociraptor' mean? 2. When did the Velociraptor live? 3. Where did the Velociraptor live? 4. What did the Velociraptor eat? 5. How big was the Velociraptor? 6. What was special about the Velociraptor? • Choose another factsheet and display only the picture and name. Encourage learners to ask you questions to find out the information. As they ask each question, helping as necessary, write or slowly reveal each question on the board. • Now explain to the learners that they are going to have their own dinosaur factsheet, and then they are going to interview three or four other members of the class to find out about each other's dinosaurs. Give learners one dinosaur factsheet each and put them in small groups to conduct the interviews. Learners should make notes in their notebooks, or you might like to produce a table that they can complete. Drill the questions before learners start.

	<ul style="list-style-type: none"> • After the activity, ask learners what their favourite dinosaur they found out about was, and why.
7. Written extension: invent a dinosaur (10–15 mins)	<ul style="list-style-type: none"> • Tell learners that they are going to invent a dinosaur and that they are going to produce something similar to the factsheets with the name of their dinosaur, a picture, and the information. • First brainstorm ideas as a class, especially for the ‘special features’ category, and write some on the board. Encourage creativity! • Now ask learners to write in their notebooks. Monitor to praise and help. • Give learners paper to produce their factsheet.
8. Oral extension: pairwork and presentation (10–15 mins)	<ul style="list-style-type: none"> • Put learners into pairs. Ask them to test each other by swapping their factsheets and asking questions about each other’s dinosaurs to see how much they can remember about their own dinosaur. Allow learners time to prepare and memorise in advance! • Invite volunteers to present their dinosaur to the class. Afterwards, display their work around the classroom.
9. Game, song or joke (5–10 mins)	<ul style="list-style-type: none"> • Learners can play the game in part 2 of the activity sheet. • If your learners like singing, you might like to listen to the Dinosaur 1-10 song. • Alternatively, read one of the dinosaur related jokes. Do they think they are funny?
10. Setting homework (5 mins)	<ul style="list-style-type: none"> • Learners can watch the story or sing the song again. • Learners could also write about their favourite computer game (part 3 of the activity sheet) or alternatively they could invent their own computer game.

Contributed by

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