

Food_Activity_02 - Pantomime Guessing Game

Text type: Game

Settings: This activity is a game to consolidate student's vocabulary knowledge.

Supports substrand: ([ACLINC094](#))

Supports achievement standard: Students make connections between aspects of their own language and culture.

Activity 1 Working in pairs

Task A

- Students cut out flashcards.
- One student will play the role of a supermarket attendant and the other will be a customer who is only allowed to use pantomime (hand and gestures) to communicate what they want to buy.
- The customer needs to buy 12 items from the vocabulary Flash Cards provided and communicate them with pantomime gestures. The supermarket attendant must guess them.

Word list:

- | | |
|----------------------|---------------|
| ● <i>Ayam goreng</i> | Fried chicken |
| ● <i>Hamburger</i> | Hamburger |
| ● <i>Mie</i> | Noodles |
| ● <i>Sate</i> | Satay |
| ● <i>Jeruk nipis</i> | Lime |
| ● <i>Roti</i> | Bread |
| ● <i>Selai</i> | Jam |
| ● <i>Semangka</i> | Watermelon |
| ● <i>Kopi</i> | Coffee |
| ● <i>Durian</i> | Durian |
| ● <i>Steak</i> | Steak |
| ● <i>Anggur</i> | Grapes |

Task B

Swap roles and replay the game using your own new set of 12 words.

- Each student brainstorms 12 words of their choice and finds the Indonesian translation using a dictionary.
- Show your words to your teacher to check.
- Play the game with your classmate.

Activity 2 Reflection

Observe which Indonesian words that you have learnt that are similar to the English word. Tell your teacher.