

Side by Side 2, Unit 3, page 20

Bleep!

Students create dialogs containing hidden words.

- a. Write the following vocabulary words on cards, mix up the cards, and put them face down in a pile on a table or desk in front of the room:

can	jar	bottle	box
bag	loaf	bunch	head
pound	quart	dozen	

- b. Divide the class into pairs.
- c. Have each pair come to the front of the room, pick two cards from the pile, and create a conversation in which they use those two words.
- d. Call on the pairs to present their conversations to the class. However, instead of saying the two words when they come up in the conversations, students should say the word *bleep* instead!
- e. Other students then try to guess the *bleeped* words. For example:
- A. Do we need anything at the supermarket?
 - B. Yes. We need a *bleep* of flour.
 - A. Do we need anything else?
 - B. Yes. We also need two *bleeps* of vegetable soup.



Side by Side 2, Unit 3, page 20

Drawing Game

Students draw vocabulary words for others to guess.

- a. Write down on two sets of cards as many of the following food vocabulary items as you wish:

bananas	bread	carrots	milk
onions	cheese	soda	oranges
lettuce	apples	butter	eggs
tomatoes	lemons	french fries	ice cream
rice	meatballs	cake	cookies
grapes			

- b. Divide the class into two teams. Have each team sit together in a different part of the room.
- c. Place each set of cards on a table or desk in front of the room. Also place a pad of paper and pencil next to each team's set of cards.
- d. When you say, "Go!", a person from each team comes to the table, picks a card from that team's pile, draws the item on the card, and shows the drawing to the rest of the team. The team then guesses what the word is.
- e. When a team correctly guesses a word, another team member picks a card and draws the word written on that card.
- f. Continue until each team has guessed all the words in their pile.
- g. The team that guesses the words in the shortest time wins the game.



Side by Side 2, Unit 3, page 21

Tic Tac Grammar

Students play a *tic tac toe* game based on a grammar structure.

- a. Have students draw a tic tac grid and fill it in with any nine of the following words:

bag	head
bottle	jar
box	loaf
bunch	pound
can	quart
dozen	

- b. Call out the name of a food item. If a student has written on his or her grid a container or quantity that the item comes in, the student should write “of” and the name of the item in the appropriate box. For example: *butter*.

box	jar	head
loaf	bunch	quart
bottle	bag	pound <i>of butter</i>

- c. The first student to write in three items in a straight line—either vertically, horizontally or diagonally—wins the game.
- d. Have the winner call out the words to check for accuracy.



Side by Side 2, Unit 3, page 23

Conversation Framework

Students use a dialog framework for talking about their experiences.

Have students use a conversational model to talk about their favorite places to eat, such as restaurants or coffee shops.

a. Write on the board:

- A. Where do you like to eat?
B. I like to eat at _____.
A. Oh, really? What do you recommend?
B. I recommend the _____. (It's/They're)
_____. How about you? Where do you like to eat?
A. I like to eat at _____. The _____ there
(is/are) _____.

b. Have pairs of students create conversations. Encourage students to expand the dialog in any way they wish.

Example:

- A. Where do you like to eat?
B. I like to eat at Stanley's Restaurant.
A. Oh, really? What do you recommend?
B. I recommend the chicken. It's excellent.
How about you? Where do you like to eat?
A. I like to eat at Mr. Burger. The hamburgers there are fantastic.

