CLIL Animal Zoo Game
A Sports Activity in English

Age: 8 – 10 years

Animals:

<table>
<thead>
<tr>
<th>Reindeer</th>
<th>Chamois</th>
<th>Mole</th>
<th>Hedgehog</th>
<th>Wolf</th>
<th>Trout</th>
</tr>
</thead>
<tbody>
<tr>
<td>Finland</td>
<td>France</td>
<td>Germany</td>
<td>Hungary</td>
<td>Italy</td>
<td>Greece</td>
</tr>
</tbody>
</table>

The children should know things about the **body, habitat, food** and **other things**. It is a running game which trains endurance and perception. Endurance can be trained by running in intervals and changing the speed. This Animal game is a good possibility for young children to train for endurance runs.

| General aims: | • The children train the aerobic endurance in form of an interval game.  
• They develop a positive attitude (fun and joy) towards running.  
• The children repeat the language skills they trained during their English lessons.  
• They train their reading skills.  
• The children develop a **cooperative** attitude towards their group members (you can only win as a group that runs and solves the questions together). |
| Language aims: | • Vocabulary concerning the body, food, habitat and referring to the animals listed above. The precise vocabulary is listed on the worksheets of the children.  
• The children should be able to read the information given on information cards.  
• The children should memorize the content and find it on their worksheet in their group office.  
• The children should sort out the information |
| Strategy: Sorting out | • This game helps the children to sort out their knowledge they have gained during their English class.  
• The other stages such as tuning in and finding out have taken place during their English classes. |
| Long lasting aims | • Children stick to the rules  
• Learn to orientate themselves in a room  
• Cooperation  
• Develop fun an joy concerning sports |
Preparing the gym

6 stations (offices)

A team reading an information.

This card is blank.

Run, run, run

We found something.