

Snowball, Pelmanism and Loop Activities



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Level: B2 or higher

Age: 15 – 19

Aim: to learn about interesting British festivals and practise what has been studied

Exercise type: Snowball, Pelmanism and Loop Activities

Time: 45 minutes (or more)

Language: entrant, piglet, bump, bog, gloop, trench, hurle, skim, entice, plinth

Materials: You need to make copies for each of the activities. The Snowball (terms on green paper, explanations on blue paper) and Loop Activities are originally intended for 12 students, so you may need 1 more photocopy for a higher number of students. You need 1 set of Pelmanism cards for each pair/group of students.

Instructions: 1 Introduce the vocabulary items which you believe might be difficult for your students, e. g. entrant, bog, trench, etc. Write the words on the board so that the students could refer to them in the later stages of the lesson.

2 Do the Snowball Activity according to the instructions below.

3 Do the activity called Pelmanism (see the instructions below). If you spend more time introducing the unknown vocabulary in Step 1 and/or if you do the version of Pelmanism with the pictures, it will probably take more than 45 minutes to do all the activities. Therefore, you may need to do the Loop Activity at the beginning of the following lesson as revision.

4 Do the Loop Activity according to the instructions below.

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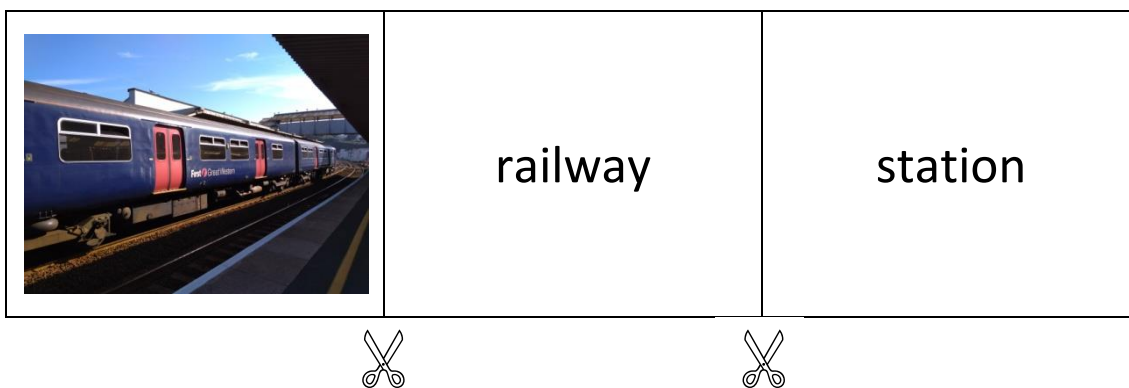
Instructions for Snowball Activity:

- 1 Let each student draw one slip of green paper (with a term) and one strip of blue paper (with an explanation).
- 2 Students stand up, go round the room, find a partner and read their blue paper. If it is a match to their term, they swap the blue slips and sit down. If it is not a match, they still swap and ask someone new. They continue until everyone sits down.
- 3 Each of the students reads out one term and the definition.

Instructions for Pelmanism (It is a memory game known as PEXESO in the Czech Republic.):

- 1 Terms/compounds which the students studied in the snowball activity are practiced. Each term, consisting of two parts, is separated and each part has its own card. For example, if the term is “driving licence”, “driving” is on one card and “licence” on another. Each pair/group of students gets a pile of cards (face down) and spreads them on their desk (face down). One student starts playing by turning two cards face up. If they match, the student keeps them. If they do not match, the student turns the cards face down.
- 2 The game continues until all pairs of words have been turned and matched. The winner is the one with the most pairs/compounds.

Tip: This memory game can also be played with three cards that have to match (two parts of a term/compound and one picture):



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Instructions for Loop Activity:

- 1 The students sit in a circle. Each student gets a card. It contains an answer on top and a question at the bottom.
- 2 One student has a card which says: FINISH: Answer/START: Question. Ask this student to read out the question. The students have a look if they have the answer on their card. The one who has the correct answer reads it out. Then, he/she reads out the question on his/her card. The activity goes on until the finish answer is read out. If the number of the students and the questions is the same, everyone has spoken.

Source: The material is used with permission of Esther Western-Thomas, Senior Teacher/Senior Trainer at IPC Exeter.

Image source: Alena Vojáčková

Attachment (1): British Festivals Snowball Activity

Attachment (2): British Festivals Pelmanism

Attachment (3): British Festivals Loop Activity