

Worksheet 1: I'm Whisper.

Using the worksheet

- This matching activity establishes the main characters in the book.
- Students match the silhouettes with the pictures of the characters and the correct speech bubbles. The first one has been done for them as an example. They then draw in any details and colour the silhouettes.
- Students can then work in pairs to ask and answer about the characters on the worksheet. Student A points to one character and asks *What's your name?* Student B answers, using the first person, e.g. *I'm Whisper.*

KEY: 2b I'm Flash. 3a I'm Misty. 4c I'm Whisper.

Optional follow-up activity: Play a name game. Allocate each student in the class the name of a main character to remember (*Whisper, Thunder, Flash or Misty*). Call out one of the names, e.g. *Whisper*. All the students allocated this name stand up. Ask individual students *What's your name?* They reply with *I'm (Whisper)*.

Worksheet 2: I'm three.

Using the worksheet

- This counting and matching activity revises numbers and practises *How old are you? I'm ...*
- Students read the speech bubbles for the children on the worksheet and match them to the correct cake by counting the candles. Students can then check their work in pairs. For each child on the worksheet, Student A points and asks *How old are you?* Student B replies with the correct age, e.g. *I'm three*. They then swap roles.
- Students then draw their own candles on the cake at the bottom of the worksheet and complete the sentence with the number for their own age.

KEY: Activity 1: 2c, 3b, 4f, 5e, 6a; Activity 2: Students' own answers.

Optional follow-up activity: Practise numbers by playing a number clapping game in class. Clap a number of times, e.g. three. Students listen and clap the same number of times, then say the number. Make this harder or easier by varying the speed and rhythm of your clapping. You can also call out numbers for students to make their own clapping patterns to.

Worksheet 3: Colours

Using the worksheet

- This Bingo activity practises the colours *red, yellow, blue, green, purple, orange*. It also revises numbers 1 to 6.

- Students revise colours by reading the words and colouring in the circles in those colours. Then, on the Bingo card, they colour each balloon in a different colour of their choice in any order.
- Play Bingo. Make sentences using numbers and colours, e.g. *Number 1 is red*. Students who have coloured the first balloon red put a tick in the box next to it. Repeat this procedure using different numbers between 1 and 6, and different colours (*red, blue, yellow, green, orange, purple*) until one student has ticked all their balloons. They call out *Bingo!*

Optional follow-up activity: Students cut out the pictures of the balloons in the Bingo card and use them to make a set of colour cards. They then use these to play a matching game in class. Students take turns to choose one of their cards and say, e.g. *A purple balloon*. Other students hold up their cards with a purple balloon on them. Or students can make sentences combining numbers and colours, e.g. *Number 3 is purple*. This time, only students who have coloured balloon number 3 in purple can hold it up.

Name:

Class:

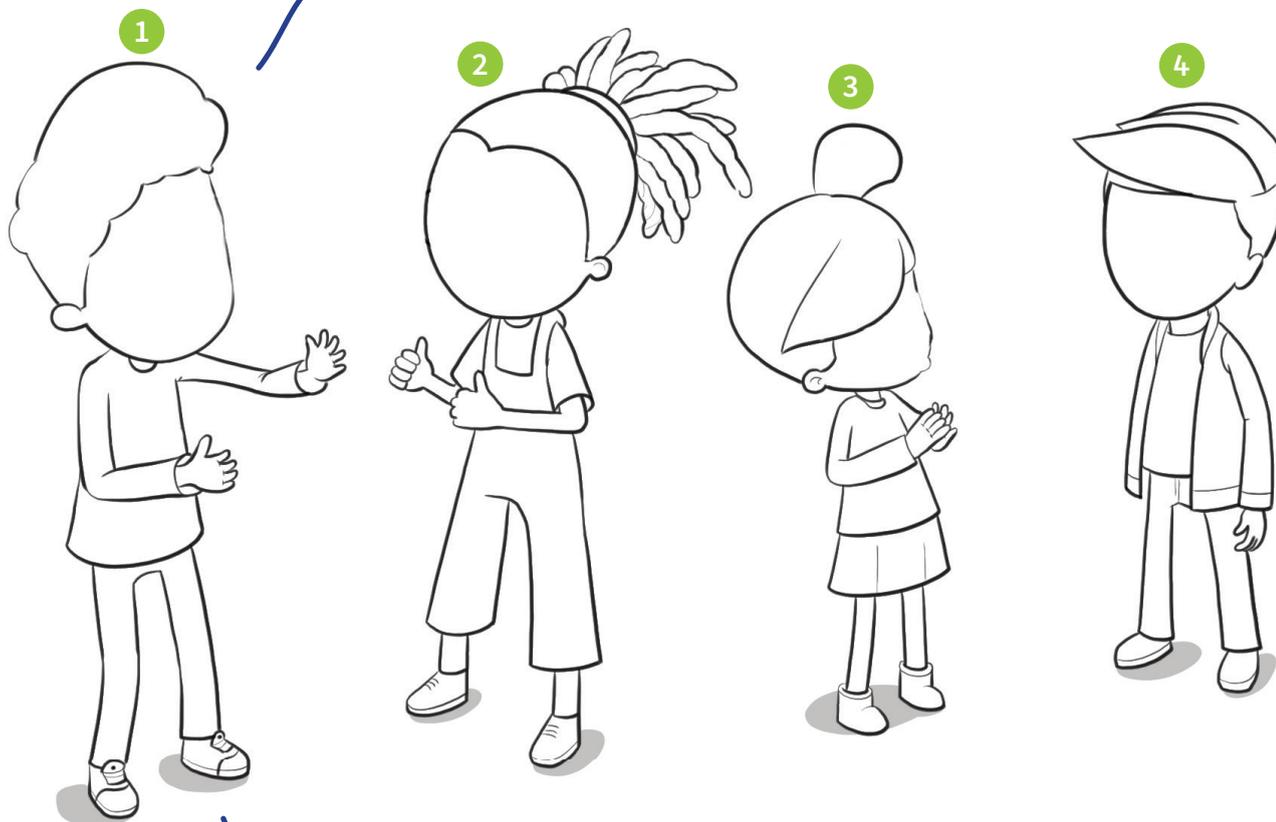
1 Match and draw lines.

I'm Misty.

I'm Thunder.

I'm Flash.

I'm Whisper.

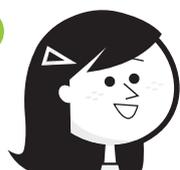
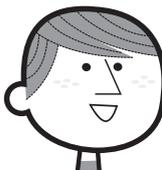


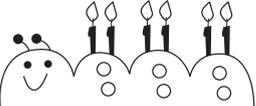
Vocabulary: Greetings

Name:

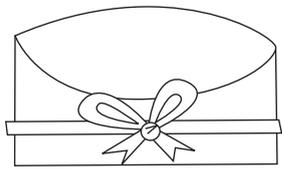
Class:

1 Read, count and match.

- 1  I'm three.
- 2  I'm eight.
- 3  I'm six.
- 4  I'm nine.
- 5  I'm seven.
- 6  I'm ten.

- a 
- b 
- c 
- d 
- e 
- f 

2 How old are you? Draw and write.



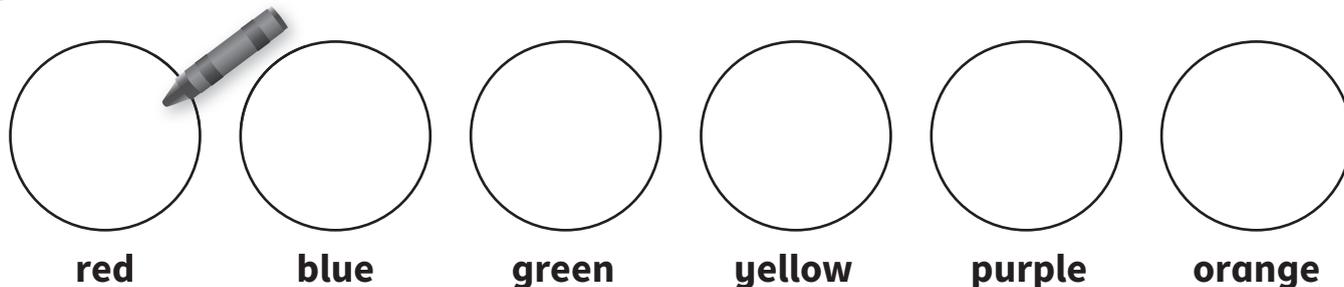
I'm _____.

Vocabulary: Numbers

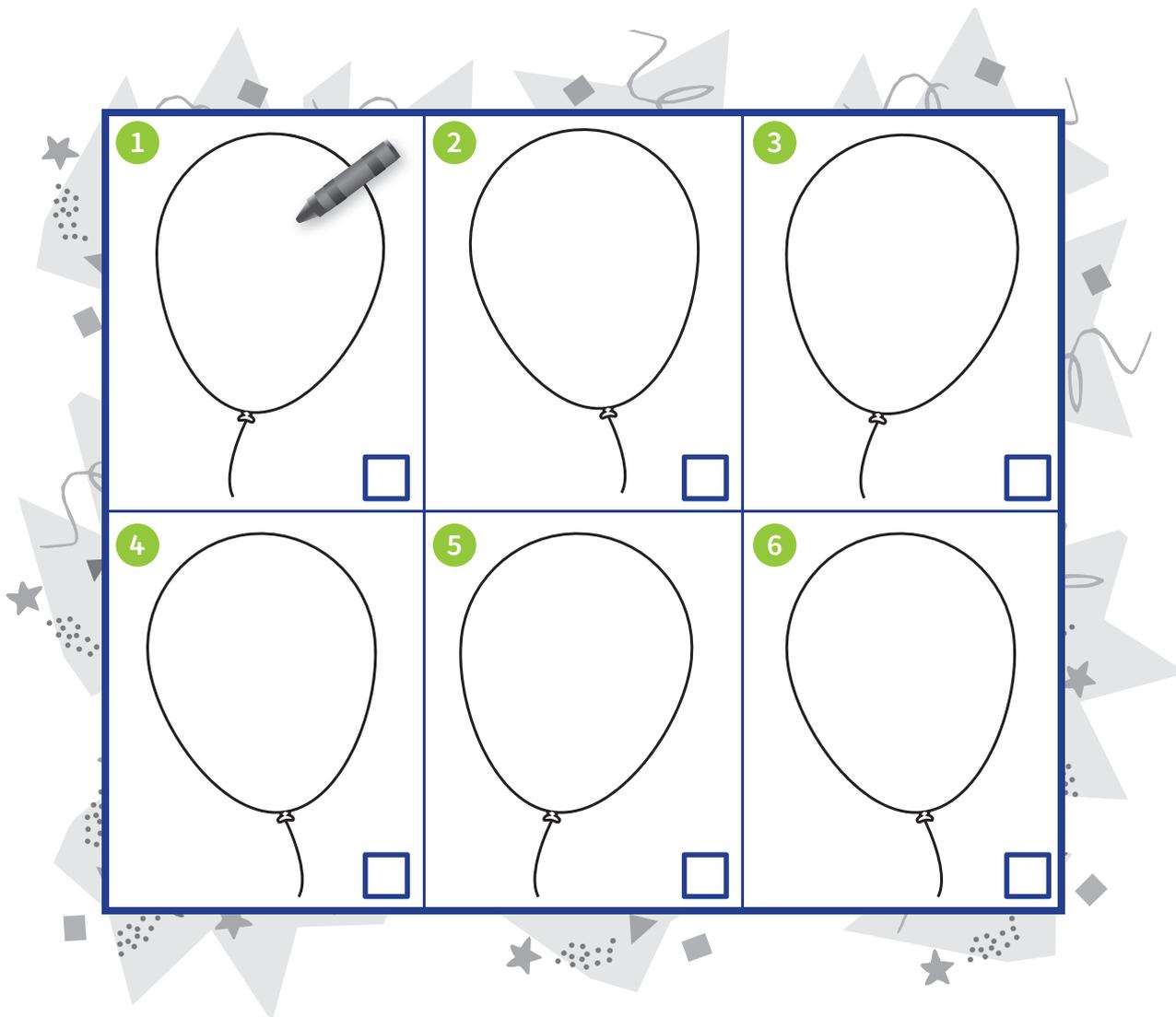
Name:

Class:

1 Colour the circles.



2 Choose colours and colour the balloons. Then play Bingo.



Vocabulary: Colours