

Introduction

The Teacher's Resource Bank contains photocopiable worksheets which provide extra language practice for those teachers and students following *Super Minds* Second Edition Level 1. The worksheets include festival cut-outs, which present the concept of several festivals, and practise speaking, listening and reading skills. In addition, there are teacher's notes, parent's notes and answer keys for the Super Practice Book.

What do the photocopiable worksheets provide?

The photocopiable worksheets have been carefully designed to reinforce and provide extra practice of the work done in class. They focus on the language introduced in each unit of Level 1 of the course and do not introduce or use any additional or unfamiliar language.

Each worksheet has accompanying teacher's notes with suggestions for exploitation in the classroom, together with suggested Optional follow-up activities.

There are four worksheets for each main unit in Level 1:

Worksheet 1: This worksheet focuses on the key vocabulary presented on the opening page of each unit in the Student's Book. The vocabulary area is identified at the foot of the worksheet and items are listed in detail in the teacher's notes.

Worksheet 2: This worksheet focuses on the language presented and practised on the second page of each unit in the Student's Book. The target language is detailed in the teacher's notes.

Worksheet 3: This worksheet focuses on the language presented and practised on the fourth page of each unit in the Student's Book. Once again, the target language is detailed in the teacher's notes.

Worksheet 4: This worksheet is based on the *Think and learn* content of each unit (covered on pages nine and ten in each unit of the Student's Book).

In addition, there are three worksheets provided for use with the Welcome unit.

How can the worksheets be used?

The worksheets can be used in a number of ways:

- **The first three worksheets in each unit** have been designed so that students can work on them either individually or as part of pair or class activities. For individual work, the worksheets could be used by those students who finish class activities more quickly than others. Alternatively, they can be set for homework. For pair or class activities, the worksheets can be used when additional practice is necessary, for revision or as an alternative activity when there is a gap or change in your usual lesson routine. Suggestions on how to use the worksheets in different ways are included in the accompanying teacher's notes. You may find it useful to keep a record of the worksheets each student has completed.

- **The fourth worksheet in each unit** (the *Think and learn* worksheet) is intended to be used communicatively, for pair, small group or class activities. These worksheets include games and craft activities. Suggestions on how to use these worksheets are also included in the accompanying teacher's notes.

What activity types do the worksheets provide?

The worksheets provide a range of games and puzzles and, at this level, activities which require the students to read and write words and phrases.

All activities are designed to be used without an audio accompaniment.

The teacher's notes and Optional follow-up activities contain references to some well-known traditional games and activities. These include:

Simon says! Call out instructions for students to follow. If you say an instruction with *Simon says* at the beginning of it, e.g. *Simon says, stand up*, they should do as you say. Without the instruction *Simon says* at the beginning, e.g. *Stand up*, students should do nothing. If they follow an instruction wrongly, they are 'out' and have to sit down. They can also play this game in small groups.

Matching pairs Students play this game in pairs or small groups. They lay cards face down on a table in jumbled order, then take turns to turn up two cards at a time, and name them. If the two cards match, they say *Pair!* and keep them. If they don't, they replace the cards in their original places on the table. As the game continues, students begin to remember where the cards are and start matching pairs from memory. The winner is the student who has the most matching pairs at the end of the game.

Spinners As an alternative to using dice in board games, students can make and use a spinner. The spinner is made by drawing a circle and then dividing it into six equal segments by drawing lines. Students should then cut off the 'arc' of each segment on the outside of the circle so that there is a straight edge going across the widest part of each segment. They then write the numbers from 1 to 6, one in each segment. Finally, a hole is made in the centre of the circle and a pencil pushed through. Students can then spin the pencil with their thumb and first two fingers. The number it rests on each time is used to play the game.

NOTE: Many of the activities on the worksheets require students to cut out cards or objects such as spinners. We recommend that, if possible, you stick these worksheets onto card before the students cut them out. This makes them easier to pick up and also provides more durability.