

► Cut out the picture-word cards. Ask and answer.



... play soccer?



... play soccer?



... paint?



... paint?



... ride a horse?



... ride a horse?



... swim?



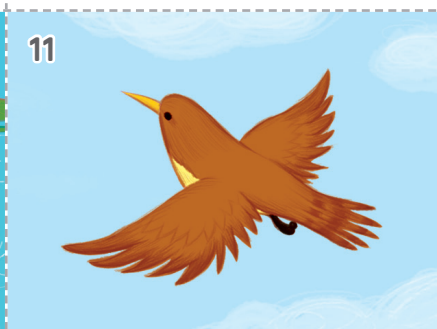
... swim?



... jump?



... jump?



... fly?



... fly?

Extension Activity

>> Can or Can't

- Materials:

- ① **Activity Sheet 19** - Photocopiable from page 138
(Also printable from Teacher Resource CD)
- ② a pouch/bag and scissors (per pair)

- How to play:

- ① Give each student a copy of Activity Sheet 19.
- ② Pair up students and give each pair a pouch and scissors.
- ③ Students cut out the picture-word cards and put them in the pouch. There should be two sets of the cards in the pouch.
- ④ In pairs, students take turns drawing a card and carrying out the following dialogue using the words below the pictures.
S1: Can they play soccer?
S2: Yes, they can. / No, they can't.
- ⑤ If the answer is yes, students can keep the card. If the answer is no, they discard the card. The student with more cards wins the game.

Answers

- 1 Can they play soccer? Yes, they can.
- 2 Can they play soccer? No, they can't.
- 3 Can he paint? No, he can't.
- 4 Can he paint? Yes, he can.
- 5 Can he ride a horse? Yes, he can.
- 6 Can he ride a horse? No, he can't.
- 7 Can a fish swim? Yes, it can.
- 8 Can a gorilla swim? No, it can't.
- 9 Can seals jump? No, they can't.
- 10 Can frogs jump? Yes, they can.
- 11 Can a bird fly? Yes, it can.
- 12 Can an ostrich fly? No, it can't.