Animal detectives

Today’s goal

Name eight animals.
Describe an animal and guess a partner’s choice.



Let’s warm up

Say, point or show.

Pretend to be a cat. What animal is next?
Take turns choosing an animal.

Look, listen and say

Words 1–2



dog



cat

Look, listen and say

Words 3–4



cow



horse

Look, listen and say

Words 5–6



sheep



duck

Look, listen and say

Words 7–8



rabbit



owl

Find it!

Listen to your teacher.

Point to the horse. Then find the owl.









Use all eight words from slides 3–6 if you need them.

Remember without looking

No picture clues this time.

Hide the pictures. Name four animals.
Which animal can fly?

Which one does not belong?

Give a reason.

dog	**cat**	**sandwich**	**rabbit**

I think … because …

Talk with a partner

Take turns. Then change roles.

A: It has long ears. It can jump.
B: Is it a rabbit?
A: Yes, it is.

A2: Add a clue about habitat or movement.
Can your partner explain the guess?

Make a small plan

Choose. Explain. Ask a question.

Choose three animals for a story.
Describe who can fly, jump or run.

Your turn — on your own

Write or say your answers.

1. Name two animals without looking.

2. Write one sentence with can.

3. Give a clue for your partner.

Check and explain

More than one personal answer can work.

Recognition: horse, then owl.
Odd one out: sandwich.
The owl can fly. Accept other accurate, relevant descriptions.

Odd one out: sandwich — the others are animals.

Keep practising with Playclass

The lesson works offline. This extra game needs internet.

Try the game.
Then teach a partner one new word.

https://playclass.su/games/sound-safari/