

FORTUNE TELLER

Level A0+ · Activity sheet · can

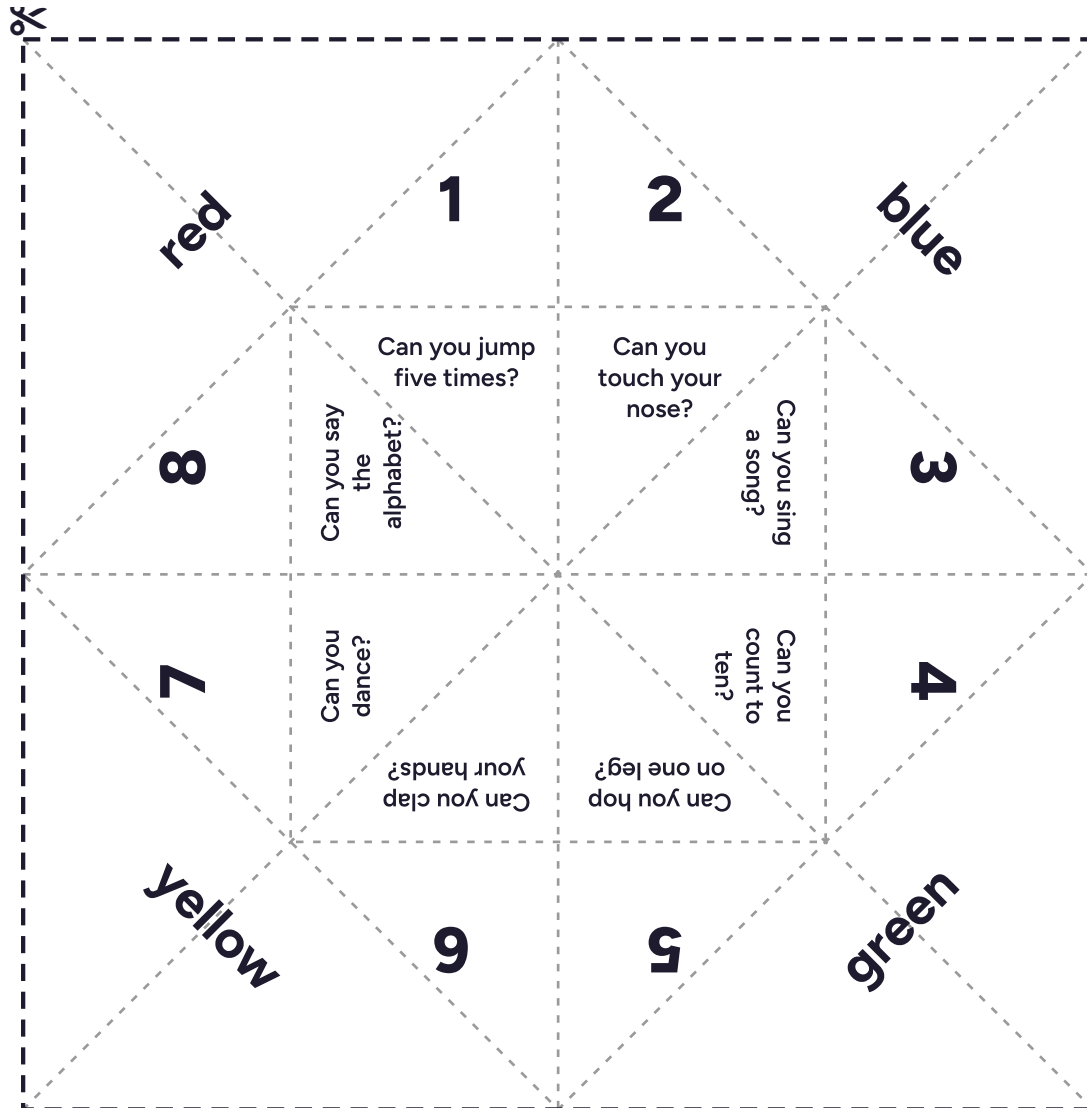
the **BIG** Challenge

Name _____ Class _____ Date _____

1 Say it!

Can you jump? **Yes, I can!** / **No, I can't!**

2 Colour the corners. Cut. Fold. Play with a friend!



3 How to play

1. Choose a colour: **Red!** Spell it: R-E-D.
2. Choose a number: **Five!** Count: 1, 2, 3, 4, 5.
3. Open and read: **Can you ...?** Answer: **Yes, I can!** or **No, I can't!**

FORTUNE TELLER

Level A0+ · Answer key · for the teacher · print ×1

Colour the corners. Cut. Fold. Play with a friend!

- | | |
|-----------------------------|------------------------------|
| 1. Can you jump five times? | 5. Can you hop on one leg? |
| 2. Can you touch your nose? | 6. Can you clap your hands? |
| 3. Can you sing a song? | 7. Can you dance? |
| 4. Can you count to ten? | 8. Can you say the alphabet? |

The questions under the numbers, in order (any answer is right if the pupil uses Yes, I can or No, I can't):

Teacher notes

Learning point: asking and answering with can ("Can you hop on one leg?" "Yes, I can!"). Pupils colour each corner in its colour, then cut out the square. Fold it with the class, step by step: 1 fold the square in half both ways and along both diagonals, then open it; 2 fold the four corners to the centre (the colours are now on top); 3 turn it over and fold the four new corners to the centre again (the numbers are now on top); 4 fold it in half, push the four corners up and put a thumb and finger in each pocket. To play: a friend picks a colour; spell it aloud (R-E-D), opening and closing once for each letter. The friend picks a number; count to it the same way. The friend picks a number again: lift that flap and read the question. The friend answers "Yes, I can!" and does it, or "No, I can't!". Swap. [S] practise the eight questions aloud as a class before playing. [A] pupils make a second fortune teller on a blank square with their own questions.