

Gamecard 29 • Shop 'til you drop

Time:	30 minutes
Interaction:	Class
Focus:	Asking for things - Do you have _____? Shopping vocabulary
Materials needed:	Board, marker, pretend money
Level of difficulty:	High (see variations for lower levels)

Method

Write Supermarket, Clothes Store, and Shoe Store on the board. Have the whole class brainstorm items that can be purchased in each store. You may also want to review the language and questions used in stores. Next divide the class into two groups. Students in Group 1 are shopkeepers. Students in Group 2 are shoppers and should work in pairs.

Leave the items brainstormed by students on the board, but make it an even number of items for each store. Assign the items (at least one from each store) evenly between the pairs of shoppers. This is their shopping list: they have to decide what details they want in each item. For example, item 1: A shirt. What color? What material? What size? What price range? The shopkeepers must similarly decide the details of the items they have on sale in their store. Give the shoppers a specific amount of pretend money to make their purchases.

Set up the room like a shopping mall with a supermarket, clothes store, and a shoe store. Have students try to buy all the items on their shopping list without making too many compromises on the details they want.

Variations

For lower levels, skip the step where students assign details to each item and simply have students try to purchase the basic item, for example, a shirt.

If you want to practice which items can be purchased in which stores, skip the brainstorming step and instead have many items of realia or **flashcards** mixed up for the shopkeepers to divide among themselves. The shoppers are given lists including items from each different store. They have to then decide where to buy each item.