



**Activity: Gem maak-dtuy = Touching Game.**

- **Topic:** Classroom Objects
- **Objective:** Students can think of the words quickly.
- **Materials:** Things in the classroom, e.g. pencil, pen, book etc.,
- **Vocabulary:** Look at the list attached with the plan.
- **How to play**
  1. Divide the students into two groups (not more than 7 in a group).
  2. Assign the number for each student to remember their own number, So they will know when they can go out to snatch the word card.
  3. Do the same for the other team. It means each team has the same numbers from 1 to 7.
  4. Put the word cards in the middle (each team has to be about 3 meters from the cards)
  5. The caller (might be a teacher) calls out the name of an object first (let the students have time to think about it for a minute). Then the caller calls out the number. The student whose number is called has to come out and snatch that object.
  6. When he/she gets the object, he/she has to run to his team without being touched by the student from the other team. At the same time the student from the other team has to try to touch him/her while he/she holds the object before he/she arrives to his/her team.
  7. The student who gets the object without being touched will get one score for his/her team.

**Note:** While running back to the team, the student can put the object down if he/she thinks the student from the other team is close to him/her and can touch him/her.