

MISSING PET



Pictures adapted from Pixabay.com

Students' ages: 14-16

Students' level: Lower Intermediate

Assumptions: Students are supposed to have already studied Simple Present tense, animals vocabulary, and adjectives.

Stage	Time	Objective(s): Ss are supposed to	Material	Description
Pre-writing activity	10min	- Identify the characteristics of the genre Missing Pet Poster.	- Whiteboard; - Marker; - Handouts with the texts https://www.wikihow.com/Make-an-Effective-Missing-Pet-Poster and https://www.wikihow.com/Make-Lost-Pet-Signs	- Teacher (T) asks students (Ss) if they have pets, what kind of pets they have and if they have ever lost their pets. - T organizes the class into two groups. T gives a text to each group. One group reads the text Make and Effective Missing Pet Poster , while the other reads Make Lost Pet Signs . - T asks Ss about the kind of information we can find in a Missing Poster. T writes on the board all the information about the genre mentioned by the Ss and adds some that has not been mentioned.
While-writing Activity	20min	- Create a Missing Pet Poster.	- Colored paper - Colored pens - Rules - Pictures of pets (see APPENDIX A)	- T plays a video about an application that helps people to find their lost pets (HOW TO FIND YOUR LOST PET). - T tells Ss that they are going to pretend that they work for a Pet Care Group and they need to create posters to help people to find their missing pets: - T organizes Ss into pairs or small groups of three. T gives to the pairs or groups a picture of a

				pet (APPENDIX A) and they need to create a Missing Pet poster.
Post-writing Activity	15min	- Interact in the target language.	- Pets Care memory game.	- In small groups, Ss play a memory game about pets care (see APPENDIX B).



APPENDIX B

1. Title: **Pets Care** by Débora Maria do Nascimento Souza (TEAM member). Oct 24, 2018.

2. Players:

- Number: 2 - 3
- Ages: 14 - 16
- Level: Lower Intermediate

3. Time: 15 min

4. Goal: this Memory Game aims at helping students to talk about pet care advice.

5. About the game:

The players decide who is going to start.

There are 32 cards for the memory game to be played.

6. Rules:

One player mixes up the cards, lays them faced down, and starts the game.

The first player needs to turn over two cards.

If the cards match, the player can keep them.

If the cards don't match, the player turns them over and passes the turn.

The game is over when there is no card left.

The winner is the player with the highest number of matches.

Note: Pictures on cards: Pixabay.com



A PET IS PART
OF THE
FAMILY



FEED YOUR
PET

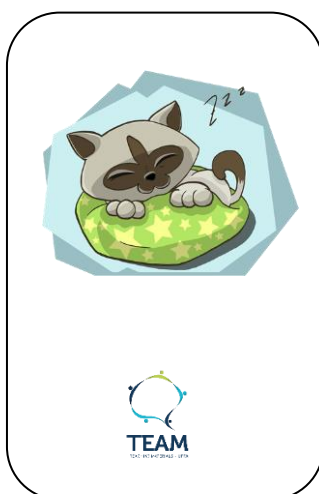


IT IS
IMPORTANT
TO TAKE
YOUR PET TO
THE VET



CLEAN YOUR
PET 2 OR 3
TIMES A WEEK







BUY YOUR
PET'S
SUPPLIES



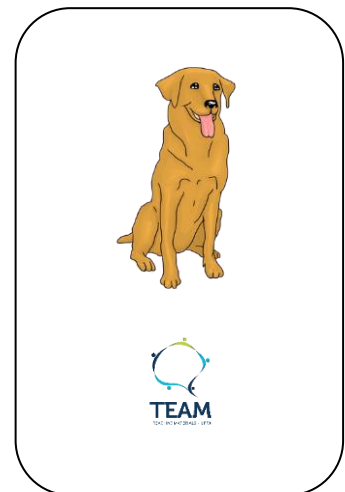
DO NOT
OVERFEED
YOUR PET



DO NOT
ABANDON
YOUR PET



TRAIN YOUR
PET WITHOUT
CRUELTY





PROTECT
YOUR PET
FROM BAD
WEATHER



PLAY WITH
YOUR PET



GIVE YOUR
PET
ATTENTION
AND
AFFECTION



LOVE YOUR
PET

