

Resources

Kows ha Flows 6. "Woddee want?"

3.2 Food match

6.2 Shopping Vocabulary

6.3 Woddee want? Script

Video: play the video [*Kows ha Flows 6. "Woddee want?"*] which will introduce the general vocabulary used in the session.

Starter: ask learners if they have found out the name of an item they would like to buy in a shop in Cornish. It could be useful to quickly draw a picture and make a label for each of these new items.

Activity 1: 'Remembering Food'. Shuffle the pictures of the food items from Session 3 [*3.2 Food Match*]. Students take in turns to draw an image from the cards. They must ask for that item in Cornish using "My a vynn kavos...". If they get it right you can reward them with the correct written label.

Activity 2: 'Shop 'til you Drop'. Set up 3 confident learners as 'shopkeepers' in different corners of the room. Give each shopkeeper a random share of the written labels in Cornish (both the Food Match labels and any new ones that you have created). Divide the rest of the group into teams of three or four learners. Give each team a set of the images (without labels). Display the relevant vocabulary [*6.2 Shopping Vocabulary*]. Each team sends one shopper at a time to go and get a label for one of their images. The shopper must choose (randomly) which shopkeeper to visit and ask "Eus ... genes?". If the shopkeeper does *not* have the label that they want then the shopper must return to their group empty-handed and send out another shopper. If the shopkeeper *does* have the label that they want then the shopper must request the item using "My a vynn kavos ...". (They may *not* show the shopkeeper their picture card!).

The game is played as a shopping race between these teams; the team which gets the most labels for their picture cards is the winner.

Plenary: give out copies of 6.3 "*Woddee want?*" script, watch the video again, pausing and discussing any points raised.