Activities

1. **Confidence-building through practice in ordering drinks and ice cream**
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2. **Consolidation of Russian alphabet while giving further practice of drinks vocabulary**
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### 4.1 Objectives

Confidence-building through practice in ordering drinks and ice cream.

### Materials

Picture cards and forms (provided).

### Preparation

Photocopy one form per learner and enough of the pictures (preferably on card) to allow four each.

1. Give everyone four cards and a form and ask them to fill in the names of the other learners in their group at the top of the form.

2. In their groups, everyone takes it in turns to play the waiter, starting the conversation with a greeting and **Что вам угодно?**
   
   The others order the drinks according to the picture cards they hold.

3. As one person orders, the others listen and tick the appropriate boxes on their form.
   
   To help, encourage the ‘waiter’ to repeat the orders and to say: **Хорошо**

4. When the activity is over, ask the groups to check that comprehension has taken place by comparing cards and forms and, as a group, naming all the items to reinforce the vocabulary.

The completed forms could be retained as portfolio evidence.
### 4.2 Objectives
Consolidation of Russian alphabet while giving further practice of drinks vocabulary.

### Materials
Picture cards as in Activity 4.1 and word cards (provided).

### Preparation
Photocopy the word cards, preferably on different coloured card from the pictures. You need a set of these and a set of picture cards for each small group.

1. Explain that the aim of the activity is to collect pairs of corresponding cards – one picture card and the corresponding Russian word card.

2. Each group shuffles their two sets of cards separately and spreads them face down on a table – the picture cards on one side and the word cards on the other.

3. Learners take it in turns to pick up one card from the picture set. They should say what it is in Russian and then try to find the corresponding card from the word set. If they find a matching pair they keep these cards and have another go. If not, play moves to the next person.

4. The activity ends when all the cards have been picked up. The winner is the one with the most pairs.