

El Salón de Clases

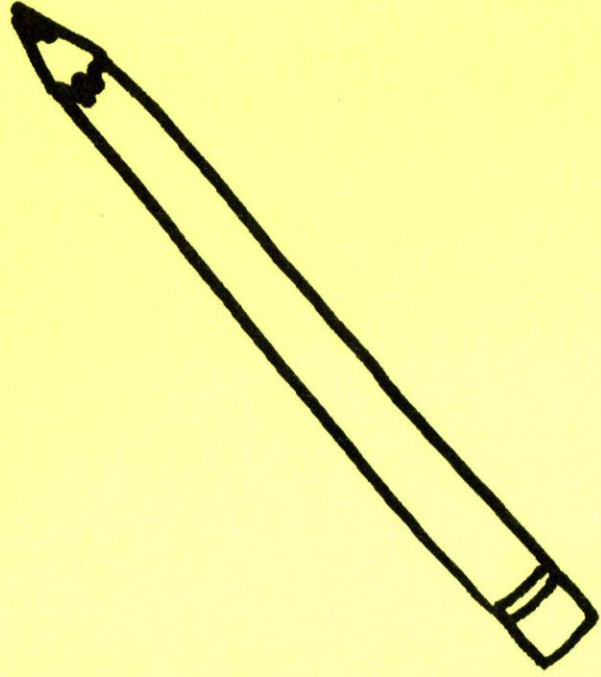
- | | |
|------------------------------------|-------------------------------------|
| 1 La niña | 16 El reloj |
| 2 El niño | 17 El crayón |
| 3 La maestra | 18 La silla |
| 4 El maestro | 19 La regla |
| 5 El calendario | 20 La bandera |
| 6 La mesa | 21 El globo |
| 7 El pizarrón | 22 La computadora o
el ordenador |
| 8 El marcador | 23 El mapa |
| 9 El lápiz | 24 El cuadrado |
| 10 El pupitre | 25 El círculo |
| 11 El escritorio | 26 El rectángulo |
| 12 El libro | 27 El triángulo |
| 13 La tiza o el gis
El borrador | 28 La puerta |
| 14 El papel | 29 La ventana |
| 15 El cuaderno o la libreta | 30 La pared |

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Content: 60 cards

Description: This set of 30 pictures and their corresponding names is designed to help the students learn the different objects found in a classroom. The simplicity of the drawings is enticing for both youth and adults, and the cards are large enough to be used in large groups of students.

How to use the cards: a) As tools to introduce new vocabulary. b) As flash cards. c) *Memory game* or *Juego de Memoria*: Place a given number of pairs face down (picture card with corresponding name card). During his/her turn, the student turns two cards; if they match (i.e., picture and name) the student keeps them; if not, the cards are placed back face down and it is the next student's turn. The student who has the most number of pairs wins. d) *Flyswatter* or *Matamoscas*: Tape the picture cards to a wall. The students are divided into two teams forming two lines. Give a flyswatter to the first student on each team. Name one of the picture cards and the student who *swats* the correct card first wins a point for his/her team.



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el lápiz

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