

Wacky Races: Teaching Notes

Key Language

Accelerate (v)
Axe (n)
Boulder (n)
Buzzsaw (n)
Cannon (n)
Contestant (n)
Creepy (adj)
Gangster (n)
Have a crush on someone (phr)
Machine gun (n)
Snigger (v)
Steamroller (n)
Steer (v)
Trap (n)
Thruster (n)
Villain (n)
Wacky (adj.)
Weapon (n)

1. Tell students that they will be learning more about different cars in today's lesson. Ask students to name various parts of a car. You could draw up a car and then students could label the different components of the car.
2. Show students the Matching Worksheet and tell them that they need to match the names of the cars to the pictures. Give them a few minutes in small groups.
3. Once students have finished, elicit from students the possible answers and then tell them that they will watch the initial intro from 'Wacky Races'. Show them the intro and they listen to the names of each of the race cars and check their answers: <https://youtu.be/-uU6KzAbSTg>
4. Check the answers with the whole class after students watch the intro video twice.
5. Tell students that they will now be learning more about a popular TV series which was all about race cars, called 'Wacky Races'. Write up some of the key language and tell students that they need to find the definitions in a dictionary in small groups.
6. Tell the students to guess what the words might be in their own language, but they must not use any translation tools just yet. Once they have guessed the equivalent words in their own language, then they can check on their smartphone or translation dictionary to see if they are correct.
7. Once students have finished looking at the key vocabulary, tell them that they will be reading a bit more about the cars from 'Wacky Races'.
8. Hand out the Comprehension Worksheet with the table and demonstrate the reading relay and get students into pairs. One student is to complete the table, while the other is to run, find the information, and dictate the answer. The students then swap roles and continue until all information has been provided.
9. Monitor students and assist where necessary. Once students have finished the reading relay, check answers with the whole class.
10. The final task is for students to create the 12th racer for Wacky Racers. Students work together in small groups and think of the name of a driver, the capabilities of their car, as well as why their car could beat others.
11. Once students have completed their personalised Wacky Racer, get students to vote on their most preferred – they cannot vote for their own car. The car which receives the most votes is the favourite.