

# Test Your Speaking & Listening Skills

## Return to Kangaroo Island

*How to use the 'Map of Kangaroo Island':*

*The map could be used in several different ways:*

1. The most obvious use is as a treasure map. Give learners a map and tell them that there is some buried treasure hidden in one of the squares. Each learner selects a square in turn. Tell them if the treasure is there or not. If it is not the right square everyone must put a cross through it. Keep going until someone guesses correctly. You could also add some forfeits in different squares – for example: 'B5 – recite the alphabet backwards', or spot prizes if you are feeling generous! Depending on time and how the game is going, give clues by saying whether the guess is 'hot' or 'cold' (near or far away). The aim of the game is to practise learners' listening skills.
2. The game could also be played in pairs, like a type of 'Battleships', with learners selecting the treasure square along with some 'booby trap' squares, which are best avoided. Give each learner 5 'lives'. Whoever finds the treasure, or the last one with a life intact is the winner.
3. Get learners to write a story about the island. Where is it? How was it discovered? When and who by? How did each place get its name?
4. Give learners the map without place names ('map-of-kangaroo-island-without-place-names-esl31.jpg'). Get them to think of their own place names.
5. Ask learners to draw their own treasure map, and play the game again using one of their maps.