# What are you selling?

This resource is for the teacher. It provides the content and instructions you need to share with students.

Use the visual gameboard included in this resource, or use the [editable version on Canva](https://www.canva.com/design/DAGD22di-Hc/yAhCYPnVq5NC0R5vrCzQRQ/view?utm_content=DAGD22di-Hc&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink&mode=preview).

Display the visual gameboard, with images of souvenirs commonly bought in Indonesia, on the board. Students play in pairs. Similar to the game ‘Guess who?’, students each choose one of the souvenirs from the gameboard that they wish to ‘sell’. Students write down the corresponding number of the item to keep them accountable.

The aim of the game is to be the first student to guess what their partner is selling. Students take turns asking questions to elicit key information such as *Suvenir itu besar?* (Is the souvenir big?)or *Suvenir itu hijau?* (Is the souvenir green?). Students must respond in the target language, for example *Suvenir itu tidak besar* (The souvenir is not big)or *Suvenir itu kecil sekali* (The souvenir is very small).

To make a guess, students use Indonesian, for example *Kamu jual cincin!* (You’re selling rings!). Their partner must confirm if they are correct, by saying *Benar!* (Correct!) and *Saya jual cincin* (I’m selling rings). If their guess was not correct, their partner can respond *Salah!* (Incorrect!) and *Maaf, saya tidak jual cincin* (Sorry, I am not selling rings).

 **Differentiation examples**

**Students with advanced proficiency** – instead of using the gameboard, students can pick any item from the unit and ask questions to guess what item their peer is selling to incorporate a wider range of items and adjectives. Encourage students to add adverbs, conjunctions and sentence starters and make comments when guessing.

**High potential and gifted students** – students can include additional language structures such as *Bisa saya beli suvenir ini di…?* and *Suvenir ini berwarna apa?* which they may be familiar with.

**Students requiring additional support** – provide students with a list of souvenir and adjective vocabulary to assist them with the language required to participate.

## Souvenir visual gameboard



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