



Stage • Juniors 7 à 10 ans • Monsters in Training

Summary: A letter has arrived asking for help; none of the Monsters were present this morning at Monsters Training Camp! The trainer needs help from his assistants to find all the monsters and get them safely back to training.

Day 1: Escape from Training

- Introductions and ice-breaker games
- Meet Big Foot in the forest
- Craft: Design an animal mask

Language focus: Presenting oneself, animals, there is/are

Day 2: Off to the Lab

- Meet Frankenstein in his lab
- Learn a body parts chant
- Craft: Design your own monster

Language focus: Body parts, the verb 'have got'



Day 3: Where is Nessie?

- Crack the code to find the next step
- Water sports on Loch Ness
- Craft: Make an origami sail boat

Language focus: Water sports, adjectives



Day 4: Find the Ghost

- Search for a ghost in the house
- Play a game of 'hide the ghost'
- Craft: Make a ghost

Language focus: Furniture & house, prepositions

Day 5: Back to Camp!

- Consolidation and review
- Revision games

Language focus: Consolidation and review