

# *I spy at the Museum! Teacher's sheet*

Level: B1



This sheet could be used during a visit to the museum. Please feel free to photocopy for your group.

Elicit the directions and practice before students see the sheet.

Answers:

Of course there are many options but below are some suggestions. Groups could also get points for the option that other people have not thought of (like a categories game).

A = animal, artwork, abacus

B = bark (of tree), Bayleaf, blacksmith, brick

C = chickens, cat, cow, cart, caravan, cattle, charcoal

D = ducks, doors, doorways, dung

E = egg, entrance, exit

F = farmhouse, fence, flour, flint

G = gate, Gridshell, geese, granary

H = house, hay, horse, hall, hearth

I = iron

J = not on sheet, as no easy word

K = kitchen, kindling, knots

L = lamb, leaves, lake

M = mill, mud, market square

N = needles, nuts, numbers

O = owl, orchard

P = pattern, pine cones/needles, posts

Q = quilt

R = roof, rafters

S = shilling (old money), shop (e.g. Horsham shop in market square), sheep, straw, stable

T = Tudor buildings, thatch, timber

U = not on sheet, as no easy word

V = visitor, volunteer

W = wood, windmill, wool, wagon

X = not on sheet, as no easy word

Y = yeoman farmer, yard

Z = not on sheet, as no easy word

Continuation project idea: Using the words above to make a short story about the Museum and sharing it with another group.

Please ensure that you book in advance of your visit. You can contact our school services team on 01243-811459 or [schoolbookings@wealddown.co.uk](mailto:schoolbookings@wealddown.co.uk)

# I spy at the Museum!




Name:

Date of visit:

Find something beginning with...

Also make a note of where you saw it.

For example <i>Apple</i> (on tree near Bayleaf) 	<i>B</i>
<i>C</i>	<i>D</i>
<i>E</i>	<i>F</i>
<i>G</i>	<i>H</i>

Have fun and  
keep your eyes open!



I	K <i>Clue: Yum yum</i>
L	M
N	O
P	Q
R	S
T	V
W	Y <i>Clue: Who lived in Bayleaf house?</i>