Toy Shop Mix-Up

Pick an order. Point and say.



Check the toy. Yes or no?









Lesson Ideas for “Toy Shop Mix-Up”

Open the shop

Give each pair one student page. The little pictures across the top are order tickets. The two shelves below are the shop. Touch the four toys together and name them: ball, car, teddy bear, kite.

Show a mix-up

Point to the kite ticket and say “Kite, please.” Be the shopkeeper: touch the car on the shelf and ask “Is it a car?” In the customer’s voice, shake your head and say “No, it isn’t.” Touch the kite and ask “Is it a kite?” Nod: “Yes, it is!” The answer is about the toy on the ticket.

Take turns

The customer picks a ticket and keeps a finger on it. The shopkeeper points to a shelf toy and asks “Is it a …?” They may offer the wrong toy for fun. If the customer says no, try again. After a yes, switch roles and choose a new order.

Give a little support

Let the customer point and nod or shake their head while you model the words. For a quieter round, the customer whispers the toy name. When both children are ready, let the customer hide the ticket with a hand and reveal it after a correct guess.