

# Working in a bookstore

## Introduction

- **Level:** B2
- **Skills:** Reading, Speaking
- **Topics:** Vocabulary – Books and literature
- **Merging subjects:** Literature, History, Science, Creative thinking, problem-solving, critical thinking

## The enigma

- **Keywords**

Students do a matching exercise and match the departments of a bookshop with the titles of some books.

- **Toolbox**

Worksheet, flower pot, key



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- **Description of the enigma**

Students imagine that they work in a bookstore. They have to arrange a pile of books found on a table/desk by putting them back on the right shelves. For the purpose of the game, the teacher has already prepared a shelf with numbered labels for departments. After the students put each book in the right department (i.e. space on the shelf), they are asked to identify the words that are formed. At this point they have to combine the words with the item found in the room (in this case the flower pot) and look underneath it for the next step.

|   |                           |
|---|---------------------------|
| The Life of Charles Dickens             | P. Crime                  |
| A Complete Atlas of the World           | F. Biography              |
| The Second World War                    | T. Sports                 |
| 4. 100 Wonderful English Recipes        | W. Cookery                |
| The New Book of Vitamins                | L. Travel                 |
| Harry Potter and the Chamber of Secrets | O. History                |
| 10 Best Sherlock Holmes Stories         | O. Science and Technology |
| 1000 Great Inventions                   | R. Children's             |
| Basketball Skills                       | E. Health                 |

Have you put the books on the right spot? What do you see?

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Solution:

|     |     |     |     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1-F | 2-L | 3-O | 4-W | 5-E | 6-R | 7-P | 8-O | 9-T |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|

F-L-O-W-E-R P-O-T



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## Hints

The book titles are only indicative. Alternatively, teachers can choose to use any other books, as long as they fit the categories. The teacher might decide to use another word and link it with another item in the room.

Depending on the game layout and length, the teacher might want to hide a key or a clue for the next step under the flowerpot (this is a rather common place to hide a key among different national contexts).

In case students get stuck, the teacher/GM might decide to offer them the possibility of searching the web (with or without penalty). However, it is advisable to let them do it only for a limited number of times (twice seems to be enough).

## More information

## Possible restrictions

Some students might find it difficult due to lack of background knowledge. Also, students with dyslexia might have difficulty unless the fonts and text format are adapted to their needs.

