

## Funny hobbies



**Creative dog grooming** is very popular in China. In this hobby, you style your dog in the weirdest way you can. It is a hobby that takes a lot of time and accessories. However, if you are good, there are competitions at which you can win up to \$30,000.



In **toy voyaging**, you send your toys off on a (hopefully) world-wide adventure. A website helps you find a temporary home for your toy, or a toy which you want to host in your home. You can write a travel log, as well as send and receive photographs. When you want your toy back, simply get in touch with its hosts and ask them to return it.



Harry Potter is so popular that people now play **Quidditch**, an imaginary sport from the books and films. Although they can't fly like wizards, there are rules and matches for playing on the ground.



**Extreme ironing** is not a children's hobby, because it can get very dangerous. What people do is iron their clothes in adventurous settings. They take an ironing board and at the same time climb high mountains, fly helicopters, canoe down rivers, or even skydive!



**Tattooing cars** began with an old man from Taiwan in 1999. He started to paint Buddhist words on his car, two trucks and a motorbike. Now people do it all around the world, painting vehicles with graffiti, tattoos, or other types of art.

**Tasks:****1 Each student in class takes two small pieces of paper.**

On one of the papers students write down verbs connected with hobbies, and on the other one nouns. (For example, collect, play, do, paint and skateboards, keyrings, bottles, soap.)

They put verbs and nouns in separate boxes and mix them well.

Each student takes out one verb and one noun.

Use these to come up with silly or funny hobbies in your class.

**2 Think about the following information:**

Who usually takes up this hobby?

Is it dangerous, fun, relaxing, or something else?

What do you need to know or have in order to be able to do it?

Are there competitions in this hobby?

Where can you do it?