State of Israel Ministry of Education Pedagogical Secretariat Language Department English Language Education



7th Grade National English Program to Promote Spoken Language in the Classroom



This set of games is part two of the Let's Talk program.

In Let's Talk, we've tried breaking barriers, by building confidence and fluency. "Readers Theater" has enabled students to follow a script and act it out together. Now that the groundwork has been laid, it's time to take our students to the next level. The next, natural step is **ROLE PLAY** – giving students more authentic, everyday phrases that they can add to their cache of English expressions.

"What is role-play?

Role-play is any speaking activity when you either put yourself into somebody else's shoes, or when you stay in your own shoes but put yourself into an imaginary situation!

Imaginary people - The joy of role-play is that students can 'become' anyone they like for a short time! Old people, a mother/father, a millionaire, the choice is endless! Students can also take on the opinions of someone else."

Our final goal is that our students will be able to create dialogues of specific situations using pre-taught vocabulary and model dialogues. (British Council)

What will we be doing?

We've chosen different themes that are commonly taught in the classroom. They are terms that will be useful for a lifetime. Many appear in the ASK kit.

They include:

- Personal Information
- Celebrations (Past and Planning for the Future)
- Travel
- Shopping (for food/for clothes/presents)
- Health
- Excuses
- Giving and Getting Directions

This kit includes 2 sets of games that will introduce the idea of role plays. By playing a variety of games, students will use the expressions/phrases for authentic situations. We've created a kit with differents cards that can be used in multiple ways. Some are in colour which can be printed and laminated in school.

Getting Started: What is the best way to gain information? By asking questions! But how can we teach our students the right terminology? Through games. A set of cards is supplied with the kit. Here are just a few ways to use them.



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1. MATCHING GAME.

This game has two sets of cards:

The first is a set of the questions.

?	?	?
Where can	How far is	Is this the
I catch the	it to the	way to the
bus?	store?	beach?

The second set has the
corresponding answers:

₹ `	۲	; ; ;
The bus-	It takes 10	No, you
stop is	minutes to	need to
around the	walk to the	turn left to
corner.	store.	get there.

Before you begin, we recommend you laminate the cards for multiple usage. Follow the dotted lines to cut each card individually. There are also multi-coloured card sets on the website that can be printed and need to be cut. You will need to make more than one set.

There are 60 cards. In large classes, you can make **4 sets** of cards. There are 30 question cards and 30 answers cards. Each set will make 2 games. A group can play one game, with 30, then switch to the vocabulary on the other 30. This may save photocopying and lamination. It's advisable to have no more than 4 students per group.



Building Up Slowly.....

The card sets have a variety of themes, including: Personal Information, Birthdays, Shopping, Getting Directions, School

The cards should be used in three steps, in order to introduce and practice various phrases needed to carry out a dialogue.

Step 1: Give the students a chance to get familiar with the questions and phrases -Lay out the cards face up. Students will match the questions with answers. We recommend putting up a "Self Check" answer page so students can check their answers. It is available on the Let's Talk website.

Step 2: Option 2: "Memory" Game

Lay all the cards on a table or on the floor face-down. Students have to make matches. The student who collects the most sets is the winner.

If you, you can have more groups playing the games, and even have different games going on at once.

Step 3: Communicative Activity

Divide the class into two groups. Pre-designate how many sets you plan to use in the lesson. For example - for a class of 30 students, use 18 questions and matching answers. Shuffle the deck. Distribute 15 question cards and 15 answer cards. Students must walk around the room to find their "match". They haven't finished until they have orally asked and answered the content of their cards. The remaining cards should be held by the teacher. If a pair comes to the teacher and says, "Done", give each student a new card - one a new question, the other a new answer. Use a stopper to add a sense of competition to the game.

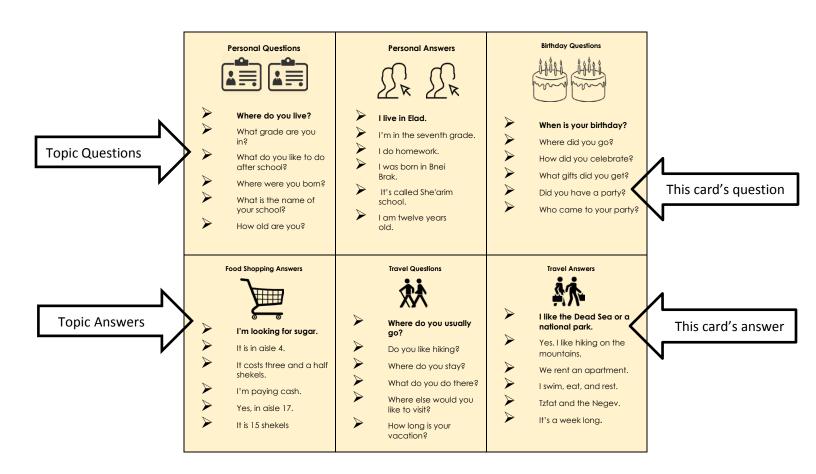
Optional: Ask the pairs who have questions with the same theme to find each other and get into groups.



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2. SIX OF A KIND ("GO FISH")

Why limit ourselves to four questions in the game, רביעיות or Go Fish? As before, you can laminate and print up more sets to allow for more groups. There are twenty topics. In this game, the aim is to collect a set of six, either the guestions or the answers.



BEFORE PLAYING THE GAME:

To make sure they can pronounce and they understand the q's and a's : In pairs, one partner has question cards and one has answer cards. Student A asks a question and student B answers. Then they switch. There are enough cards so that 1 set will cover a whole class (6 cards for each topic). Remind them that the key is maintaining all dialogue in English and learning the cards' wording. A lot of phrases in English are not parallel to the wording in their L1. No shortcuts.

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English Language Education

7th Grade National English Program to Promote Spoken Language in the Classroom Play Six of a Kind

Before you can begin, you need to demonstrate in class. On the board, write the standard question that must be asked at every turn:

"Do you have a card ______?" and "Do you have the question (or answer) ______?"

Step 1: Shuffle the deck.

Step 2: Distribute 4 cards to each student in the group.

Step 3: The first student asks another student directly, "Do you have a card "Questions About Birthdays".

Step 4: If the answer is "No", the student who asked for the card "fishes" (takes) a new card from the pile in the center.

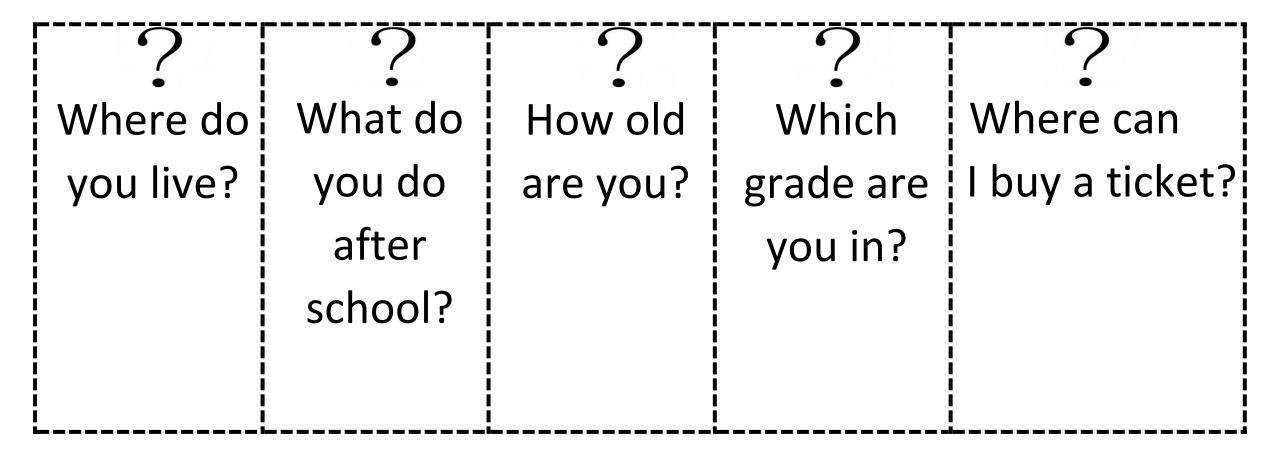
Step 5: If the answer is "Yes", they continue and ask "Do you have the question 'Who came to your party?'"

Walk around as the students are playing. We want them to read the wording on the card rather than finding tricks such as, "Do you have the third question?" Engage them and ask what other questions could have been added to the card. Most importantly, monitor students to ensure they don't slip into their L1.

Step 6: If the answer is "No", take a new card from the deck and move on to the next player. If the answer is "Yes", the student collects that card and can continue, "Do you have another card about "birthdays?" Repeat.

The winner is the player who collects the most sets.

You are now ready to move on to Part Two - Introducing the Role Plays according to topics



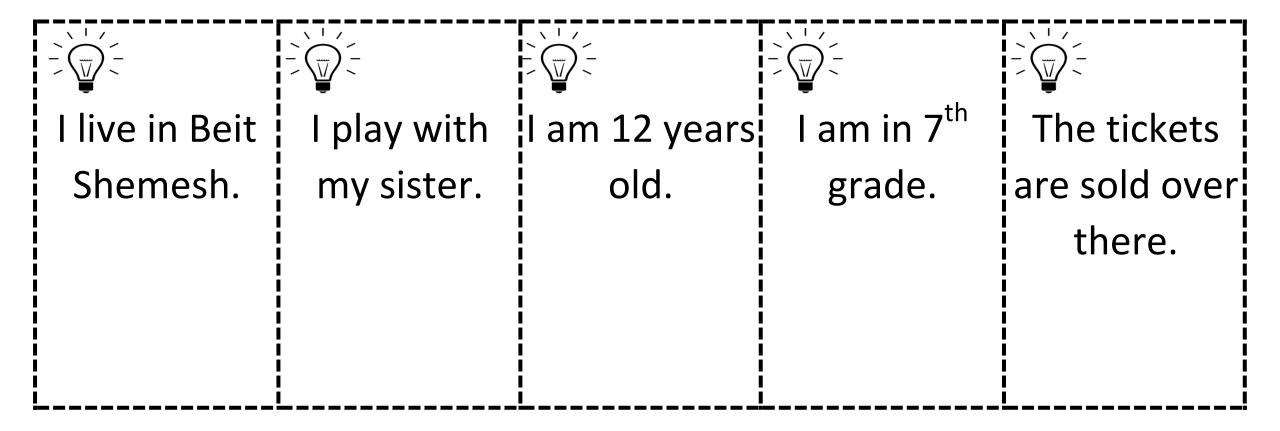
?	?	?	?	?
Where	How far is	Is this the	Am I	Where is the
can1 catch	it to the	way to	walking in	closest
the bus?	store?	the	the right	supermarket?
		beach?	direction?	
L				

?	?	?	?	?
Do you sell	Where can	Is there a	May I return	How much
Shabbat	I find the	fee for	them if they	does a
shoes?	prices and	delivery?	don't fit?	ticket
	sizes?			cost?

?	?	?	?	?
Can I help	What	Would you	I tried a	Would you
you?	would you	like	new	like
	like to eat?	something	recipe, do	anything
		to drink?	you like it?	else?
i				

?	?	?	?	?
Why did	Why were	Where is	Are those	What do
the bus	you late to		•	we need to
come late?	class?	homework?	on the	know for
			desk?	the test?
L				

?	?	?	?	?
Where's	Do we have	Why are	Can I come	Are you
your	math	you so	over after	ready?
sandwich?	today?	tired?	school?	
	ii			



The bus-stop	The store is	No, you need	Yes, keep	Down the
is around the	10 minutes	to	walking	hall to your
corner.	away.	turn left to	straight	left.
		get there.	until you	
			see the	
			sign.	

Yes, we sellYou can findYou have toYou mayall kinds ofinformationpay 20return theshoes.here.shekels forfor up to tdelivery.weeks.	m 6 shekels.

l'd like to buy	I'd like fish	Can I have	Yes, it's	No, thanks.
a bottle of	and chips.	water	delicious!	I'll only take
orange juice,		please?		this one.
please.				

The bus	I didn't hear	My	No <i>,</i> they	You need to
came late	the bell.	homework is	aren't mine.	study
because of		in my school		vocabulary.
traffic.		bag.		
i 	i 			i i

Oh no. I	No, math is	l went to	Sure, we can	Yes, let's go!
forgot my	on	sleep really	do	
sandwich.	Tuesdays.	late.	homework	
			together.	
i 	i 			i i

