## eGuide on Oral Communication



## Erasmus+

Erasmus + Project: Let's Enjoy Dialoguing
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This eGuide on oral communication has been created for the Erasmus KA2 Project: "Let's Enjoy Dialoguing" (LED).

Five schools are in the project: IES de Infiesto, Infiesto, Asturias, Spain, I.C. Montemurro, Gravina in Plugia, Italy, Gimnazjum im. Wladyslawa Stanislawa Reymonta, Lodz, Poland, Liceul Ortodox Episcop Roman Ciorogariu, Oradea, Romania, Pajurio Stanislovo Birziskio Gimnazija, Pajurio, Lithuania.

This work reflects the result of their study. All the opinions expressed here are the participants' opinions.

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## SUMMARY:

Chapter one: Which is the current methodology used at the moment?
First Step: How do we know?
Second Step: What happens in...?
*Italy
*Lithuania
*Poland
*Romania
*Spain
Third Step: Conclusion

Chapter two: Which is the "ideal" Methodology for English learners?
Our proposal
Keys to succeed
Some methods at everybody's reach

Chapter three: What about CLIL subjects?
What are CLIL subjects?
Problems which may arise
CLIL subjects in:
*Poland
*Romania
*Spain
Chapter four: some examples of oral activities created for "LED"

Chapter five: Conlusion

## Chapter four:

Examples of Communication Activities created for LED:

Here you will find some examples of different communication games created for the project. They are simple activities and easy to perform in class as they don't require complicated materials or preparation.

## 1/ "Say it" Game

It is a simple board game. To play it you just need the board, a dice and some coins. It can be played in pairs or individually. The players move forward according to the numbers of the dice and do the activities shown in the box. The communication activities may be individual or pair group. The player who reaches box 28 in the first place wins the game.

We have created several versions of the game. You can create your own with the topic you want to practice

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## "Say It" GAMEE: Winter Timell



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## Sey it cames Christmas

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## "Say lt" GAME: Spain!!



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## C@Q



## "Say IT"GAME: Scienceriinell C.



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## 2/ Creative words:

The game is intended for 6 people.
Everyone has a board with 9 grids in front of them.
There are cards in the middle of the table with different
Categories, for example: school, animals etc.
The youngest player starts the game! Then we play clockwise.
First, the player draws one card.
Next, the player must say 5 words related to the category he has selected.
If the person performed the task correctly, he can tick one grid on the board. If not, he can't tick the grid and he loses one turn.
The person who first ticks all the squares on the board is THE WINNER!


## Examples of Categories:

## Animals

Musical instruments
Articles of clothing
Jewels
School subjects
Cooking utensils
House appliances
Tools
Toys
Games etc.

## 3/ let's draw!

Students get a simple picture or they draw one in a secret.
Then, they take turns to describe their picture to each other and the other person follows the precise instructions without looking at the picture or asking questions and tries to recreate the picture.

Students have to compare their drawings. The most accurate drawings win the game.

## 4/ Don't Say it Game

Students play in teams of four. They prepared cards with names of objects to describe and add some words which cannot be said as a hint.

The partner student has one minute to find out the word. Students can prepare similar cards to these themselves:

| "Car" | "Bike" | "Jeans" | "Vase" |
| :--- | :--- | :--- | :--- |
| Travel | Travel | Wear | Flower |
| Wheels | Seat | Denim | Decoration |
| Steering-wheel | Handle | Fashion | Glass |

## 5/ "20 questions Game":

One person is a volunteer who stands in the middle of a class with a picture on his hand. On the picture there is a name of a famous person, an object, an animal etc. The volunteer does not know what there is in the card.

The player can ask 20 YES/NO questions to the rest of the students to find out what the picture is.

There should be YES/NO questions only, questions of the type:

Is it an animal?

Can it fly?
Is it made of plastic? etc.

## 6/Chain Game:

This game will be used to practice different types of structures: present simple/present continuous, have/has got, is/am/are, etc.

Students sit or stand in a circle. Student 1 starts by saying his statement; student 2 repeats the statement and adds his own. Student 3 repeats theirs and adds one more. So all the students continue the activity and repeat more and more sentences.

EXAMPLE:

Tom: I have got a dog.
John: Tom has got a dog and I have got a cat.
Kate: Tom has got a dog, John has got a cat and I have got a rabbit.
Meg: Tom has got a dog, John has got a cat and, Kate has got a rabbit and I have got a hamster. And so on.

## 7/ COVERING THE CARDS

TOPIC: jobs and related vocabulary

GRAMMAR: relative clauses

MATERIALS: one set of cards per group
INSTRUCTIONS:

The class is divided into groups. The number of students depends on how many cards you have. One student is the leader. He or she has got the definitions cut separately. The other students have got cards with words. There can be $2,3,4$ or more cards with different words.

The leader reads the definition and the students look for the word corresponding to that definition. The student whose word is being described takes the small card and covers the word.

The game is over when all students cover all words.

The groups can have cards of different colors.

| A building site | A civil servant | An electrician |
| :---: | :---: | :---: |
| A nurse | Manual work | Part-time job |
| Salary | Shift work | Flight attendant |
| A place where something is being built | A person who works in a government department of a country | A person whose job is to connect, repair, etc. electrical equipment |
| A person whose job is to take care of sick or injured people | Work in which you use your hand or physical strength | A job which you do only a few hours a day |
| The money that employee receive for doing their job | Work for which your working hours are not always the same | A person whose job is to look after passengers on a plane |


| Operating <br> theatre | Call centre | Unskilled work |
| :---: | :---: | :---: |
| Manager | Uniform | A studio |
| Scientist | A telesales <br> operator | A waiter |
| A person who <br> is in charge of <br> a shop or an <br> office | Clothing which <br> nurses, police <br> officers, <br> soldiers, etc. <br> wear | A place where an <br> artist works |
| A person <br> whose place of <br> work is a <br> laboratory | A person who <br> sells things over <br> the phone | A person whose <br> job is to serve <br> meals |
| A place where <br> a surgeon <br> works | A place where <br> workers answer <br> phones and give <br> out information | Work which <br> doesn't require <br> qualifications |

## 8/COMPLIMENT GAME

## OBJECTIVES:

- to revise adjectives related to character and personality
- as a communication activity at the end of a lesson

Students stand in two circles facing each other. The students in the inner circle stand in their places while the students in the outer circle move round and say a compliment to each inner circle student.

After they finish the students change their circles and now the others say compliments. This time they move in the opposite direction. They also can touch their friends.

The compliments shouldn't be about appearance, students should try to find some positive things to say about their friends' personality.

