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Projekt wspolfinansowany ze srodköw Unii Europeiskiej w ramach Europejskiego Funduszu Spolecznego

## Mystery

Time: 2 hours

A session presenting modal verbs of speculation in the present and past. Students complete a jigsaw reading about mysteries and practise modals of speculation through a murder mystery game. The session finished with a treasure hunt between competing groups of students.

1. A grammar auction focussing on modal verbs.

An activity to introduce the different functions of modal verbs, with special reference to modal verbs of speculation and deduction in the present and past. Students work in small groups to decide whether given sentences are correct or not and 'bid' to try and buy correct sentences.
2. Grammar presentation.
a) The teacher presents modal verbs of speculation and deduction in the present and past.
b) Students complete grammar exercises in groups to give them controlled practice of the modal structures previously introduced. Group work aims to counter problems resulting from mixed ability character of the class.

## 3. Jigsaw reading.

In groups of four or five, students are each given a different short text regarding a mysterious event. Students summarize their texts for the others in the group and then work together to find possible explanations for the mysteries. Next, students are given a number of solutions which they have to match with the appropriate mystery. Followed by a general discussion. An opportunity for students to use a variety of deductive structures.
4. Game 'Elementary My Dear Watson'.

Students work together in pairs or small groups to solve a murder mystery from a series of clues. Students use modals of speculation previously presented and practised to complete this speaking activity.

## 5. Treasure hunt.

Various linguistic and logical clues are hidden around the classroom (possibly outside as well, weather permitting). Students work in competing groups to be the first to solve all the clues and find the prize.

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## People

Time: 1 hour 30 mins
A session giving students some revision of and practice in question formation, and introducing language for describing feelings and personality. Students practise reading, listening and speaking.

1. Warmer. Students play 'line up in order of....' game. Students are divided into two teams.
2. Sentence relay game. In two teams, students line up in front of the board. On the teacher's command, the first player in each team runs to the board and writes the first word of a sentence. The next student from the same team now runs to the board and writes the next word, and so on until each team member has had a chance to add a word to the sentence. The teacher calls a halt and checks the two teams' sentences for correctness and interest, and announces which team has won.
3. Students work alone to answer a questionnaire "What sort of person are you?" There are five different questionnaires on the same theme. Teacher checks that students have understood the vocabulary in their questionnaires.
4. A quick presentation/reminder on question formation in present simple, present continuous, present perfect.
5. Students now form questions from the statements on their questionnaires. They then ask five other students the questions and record the answers. They work in small groups to summarise their results.
6. Reading and listening - A Walk Through the Forest. Students listen to and read a text describing an imaginary walk through a forest, in which they are invited to picture the precise details of the forest and what they see in it.


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7. Students work in pairs to describe their personal forests. They form groups of five, each person in the group is given a written interpretation of one of the features of the forest. Armed with this information, they now analyze each other's imagined walks in the forest.
8. The Gossip Game. Students are told that they are now going to be given a new identity. Each student receives written information about who they are, and must keep it secret. Teacher checks that they understand. Students now mill, following the instructions on their role cards and eventually answer clue questions to try and discover the identity of the mysterious person who lives at No. 8 in their street.


