

Wringing the Text

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This presentation introduced two classroom activities which are particularly useful for (but are by means limited to) having students enthusiastically re-engage with a written text in review, developing familiarity and productive competence with the vocabulary, while practicing syntax, speaking, and listening, developing fluency, and having fun.

Information betting (for difficult texts)

1. Students write 4 or more comprehension questions based on details of a written text that has been used in class. The teacher circulates giving each student 10 play money bills and helping with/checking their grammar etc.
2. On the board the teacher writes a conversation framework like, "A: Hey, How are you doing? B: Pretty good, you? A: Good, thanks. Shall I go first? B: Sure. A: I bet 1000 yen you don't know the answer to this question. B: I bet I do. A: Okay... B: A: That's right. Here you are/Wrong. Pay up..... A: Thanks. Seeya. B: Later."
3. Students are put into pairs. They greet each other and ask one or two questions in turns.
4. Teacher has students change pairs and do it again. And again, and again, and again, etc.
5. Teacher raises the stake to 2000 yen/3000 yen etc. Students can and will bet more money.
6. For wrap up, students count money and the richest wins.

True/False Tag (for easy texts, stories, movies, common experiences, any text of life)

1. Teacher writes 2 true and 2 false statements (very clearly one or the other, no vagueness) on the board and asks students whether they are true or false.
2. Students then write 3 true statements and 3 false statements. Teacher circulates giving each student 10 play money bills and helping with/checking their grammar etc. The teacher then collects all of their sentences.
3. The room is arranged such that students can stand in two parallel lines facing each other, about a meter apart, with a wall or line of desks about 2 meters away on each side of the pair. One line of desks is designated True, the other False.
4. Teacher reads out the student's sentences (and can ad-lib better ones), and each pair competes to touch either the partner or the wall first, depending whether True or False, paying 1000 yen if they lose each round.
5. Pairs rotate. Do it again, and again, till neighbouring teachers complain jealously about the happy noise.
6. As wrap up, students count money and the richest wins.