



HOW TO MAKE STUDENTS SPEAK



Learning a foreign language today, at the time of the Internet, globalization, travel, social networks and other international contacts has become the general phenomenon, which applies to almost every human being in any developed country. To learn to speak a foreign language is to be able to communicate with people from a foreign country. No one has ever learned a foreign language by doing exercises, learning definitions by heart, or taking tests. The active work with the language – i.e. communication is necessary for active participation in the process of learning a foreign language.

The equation is valid:

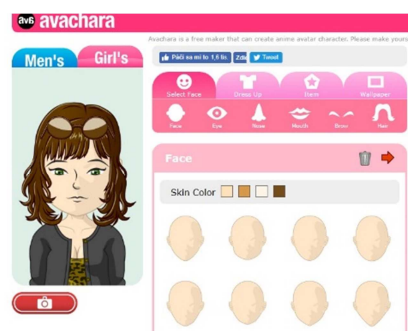
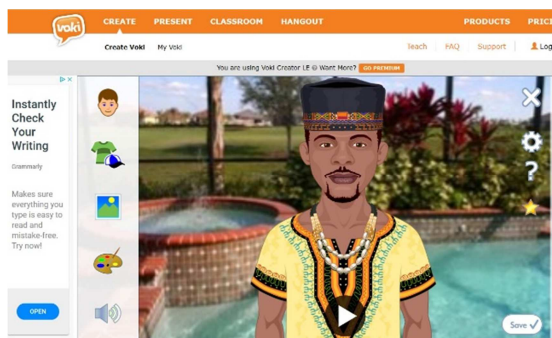
LEARNING A FOREIGN LANGUAGE = COMMUNICATING

This e-book is a closing result of an **Erasmus+ project „How to make students speak“** which contains information, incentives and other materials related to the effective use of different methodology ways in the process of learning a foreign language which effectively support fast development of communication skills of each student in natural and spontaneous way

All the information in this e-book was obtained at **Executive Training Institute Malta in 2019** at two courses „Spice Up Your Teaching Ideas“ and „Making Use of Technology Tools“ which were attended by two lecturers of **Language centre SpeakUp Slovakia.**

TEN WORDS is an engaging describing game ideal for reviewing vocabulary students have recently learnt in class. Give each student ten small slips of paper. Ask the students to secretly write down one word on each slip. Tell the students that the words must be vocabulary they have recently learnt in class. If the students are having difficulty thinking of vocabulary, have them go through their course book to find suitable words. When the students have finished writing, collect in the word slips and put them in a bag. Next, divide the students into two teams (A and B). One student from each team comes to the front of the class. Have one of the students pick a slip from the bag. The two students then read the word on the slip and race to describe the word to their teammates. The two students can describe the word however they like, e.g. using synonyms, adjectives, actions, drawings, etc. However, the students are not allowed to say the word or the beginning letter of the word and they are not allowed to write anything. The first team to correctly guess the word scores a point. Two other students then come to the front of the class and so on. Continue the game until the students have reviewed enough vocabulary. The team with the most points at the end of the game wins.

AVATARS – make your own Avatar (character) and describe its appearance and personality



<https://avatarmaker.com>
<https://placeit.net/avatar-maker>
<https://www.kartunix.com>
<https://avachara.com/avatar>

FIND SOMEONE WHO is a great mingling activity (usefull for thousands of topics) which gets students on their feet and forces them to interact one-on-one with their classmates. They can serve as a great ice-breaker activity. Plenty

of examples of this activity you can find on google - write just „find someone who“ and search texts or pictures.

RUNNING DICTATION is one of the most popular types of ESL dictation. Stick a text on a wall outside the classroom. Divide the students into pairs. One student is the 'reader' and the other is the 'writer'. The readers run to the text, read a sentence or two, remember it, run back and tell their writer. The writer listens and writes down what the reader says. Halfway through have the students swap roles. While the students are doing the dictation, write some questions based on the text on the board. When a pair has completed the text, check for any spelling or grammar mistakes. If the text is correct, have the pair sit down and answer the questions about the text. If the text is wrong, students carry on with the dictation. Afterwards, review the text and answers to the questions with the class.



CARTOONS - children separately or in groups make a short cartoon, write some dialogues and make simple funny stories. They should be able to describe the background, the characters and situation or explain their choice.



<https://www.animaker.com/cartoon-maker>

<https://biteable.com/cartoon/>

<https://www.fluentu.com/blog/english/best-cartoons-for-learning-english>

<https://www.moovly.com/blog/make-your-own-cartoon-video-for-free>



TRAVEL DOMINO In this captivating teaching activity, students play a game of dominoes where they match words together to make travel collocations. The

students are divided into groups of three and each group is given a set of dominoes. The students shuffle the dominoes and deal out six each, leaving the rest in a pile face down. The students then turn over the top domino from the pile and place it face up on the desk. The first player puts down one of their dominoes on either side of the domino on the table, making sure that the words match together to make a travel collocation, e.g. check-in desk. If a player cannot put down one of their dominoes, they take one from the top of the pile and put it down if they can. The other players then take it in turns to match their dominoes in the same way by putting them down at either end of the domino chain. If a player cannot go and there are no dominoes left in the pile, play passes to the next student. The first player to get rid of all their dominoes wins the game. Students can also play the game using a points system. Each time a student makes a travel collocation, they score one point. The student then tries to make a suitable sentence using the collocation for an extra point. The student with the most points at the end of the game wins.

WEBSITES or TEACHER'S OWN WEBSITE or BLOG, where his/her students can find lots of useful thing, materials, tools, interesting programmes, software, activities for their studies

<http://funcardenglish.blogspot.com>

https://blog.feedspot.com/english_teacher_blogs

<https://www.teachingeslonline.com/blog>

<https://joyofesl.blogspot.com>

RECENT CHANGES In this fun 'used to' activity, students play a guessing game where they talk about recent changes in their lives using 'I used to...', 'I didn't use to...' and 'I'm getting used to...' The class is divided into two groups (A and B) and each student is given a corresponding worksheet. The worksheet shows recent changes in the student's life. The students' task is to write sentences about what they used to do, didn't use to do, and what they are getting used to, regarding each situation. Working with the people in their group, the students complete the sentences in a way that is appropriate for each situation. When the students have finished writing they pair up with someone from the other group. The students then take it in turns to read out the three sentences for each situation. Their partner has three chances to guess the situation. For each correct guess, students win a point. The student with the most points at the end of the game wins.

VIDEOS in the Classroom – links which present many different ideas of using short video stories, film trailers and give information how to work with all of them

<https://edpuzzle.com>

<https://www.flashbackrecorder.com/express>

<https://www.animoto.com>

<https://www.powtoon.com>

<https://www.animaker.com>

<https://idroo.com>

<https://spark.adobe.com>

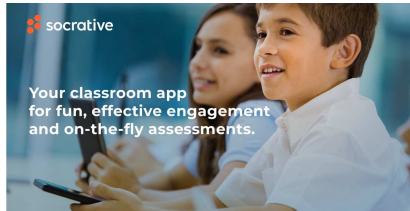
JUST ADD A WORD is a storybuilding and storytelling activity. Ask participants to stand and form a circle. Explain to the group that they will be going around the circle in turn to tell a story, and that each person will contribute one word at a time, saying whatever first comes to mind. Note that word chosen should somehow fit the previous one in order to create a story. Start the story by saying the first word aloud, for example: "The", "There", "Once", "Sometimes", or "Yesterday". Ask one of the participants to say the next word in the story. Say that the person to his or her right then should say the third word, and so on. Try to maintain a lively pace in speaking the words. Continue until a complete story is developed or everyone has contributed three or four words. If time is available, repeat Step 3 to 6, but start each time with a new first word.

Kahoot! – Learning games is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games, "Kahoots", are multiple-choice quizzes that allow user generation and can be accessed via a web browser or the Kahoot app. Kahoot! also includes trivia quizzes.



Breaking News English -<http://www.breakingnewsenglish.com/> are free, ready-to-use EFL / ESL lesson plans on the latest breaking news -in 7 levels. Each lesson includes a 27-Page PDF containing all-skills activities, a 2-page mini-

lesson, 5-speed listening, multi-speed scrolled reading, interactive dictation, 30+ online quizzes.



Socrative.com is a classroom app for fun, effective engagement and on-the-fly assessments. Both, Kahoot! And Socrative, can be used to review students' knowledge, for formative assessment, or as a break from traditional classroom activities.

bbc.co.uk 6-minute English is another way to Learn English through simple English Conversations from BBC Learning English Program: *6 Minute English*, which provides an opportunity to discuss current issues

AUDIO-LINKS which present usage of many different types of music during English classes

<http://freemusicarchive.org>

<http://www.purevolume.com>

<https://Amazon Free Music>

<http://www.soundclick.com>

<https://www.123apps.com>

<https://www.podomatic.com>

Thank you, dear friends, for having a chance to share our new ideas with all of you...

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