OTHER ACTIVITIES FOR AN A.T. CLASS

QUESTION ACTIVITIES

1. WHO AM I: One student becomes a famous personality (historical, sport, political, etc.) The other students ask questions which can be answered by yes or no in order determine who he is.

2. KNOWING THE REAL YOU: Each student lists 5 questions that an interviewer should ask. He then gives his list to his interview-partner who then asks the questions and writes down the answers. Finally the interviewer introduces his partner to the class and tells about him.

3. INTERROGATION: One student says a very simple sentence. The other students then ask as many questions as possible to find out as much as possible.
   Ex: I entered. - Where? - In a restaurant. - Why? - I was hungry. - Where did you sit down? - In the corner. - What did you order? etc.

NARRATION/DESCRIPTION ACTIVITIES

1. 2 LETTER GAME: (See Activity I, #5 above)

2. 727: A student is blindfolded. The other students take turns giving directions to lead the student around the room.

3. RELAY: Class is divided in two. The first member of a team goes to the board and writes the first word of the sentence. The sentence cannot be completed until every person on the team has gone to the board.

4. PICTURE DESCRIPTION/DISCUSSION: Bring a picture to class and ask the students to describe what they see. If people are in the picture, a discussion could follow as to how the person feels, why he might feel that way, what he could do better, etc.

5. EXTEMPORANEOUS TALKS: Students choose a subject written on a piece of paper and drawn from a pot or bowl. (Ex: meals in France) They then talk three minutes on the topic.

6. SIMULATED ARGUMENT: A person enters your classroom suddenly and carries on a heated 2 minute discussion with you in French, Spanish, German, etc. When the person leaves, the students are asked to relate what occurred.

7. DRIVING SCHOOL: Make posters of common traffic signs. One student “drives” through the class. As he/she approaches a student that student shows a traffic sign that the “driver” must explain. Change “drivers” frequently to give many students an occasion to identify and explain signs.
8. ADVERTISEMENTS: Have students make up advertisements for a restaurant, a vacation site, a hotel, etc.

SITUATION GAMES/ROLE PLAY

1. IMPROMPTU SKITS: Give students a situation to act out.
   Ex: buy a railroad ticket. get directions to ________ from ________.

2. A VISIT TO THE DOCTOR’S OFFICE: (See Activity I, #10 above)

3. KNOWING THE REAL YOU: (See Activity III, #2 above)

4. TELEPHONE CONVERSATIONS: Give each student in class a phone number and a role (ex: fireman, butcher, teacher). A master list is put on the board; and then students call each other to request certain services or foods.

CULTURAL ACTIVITIES

1. TRAVEL AGENCY: (See Activity I, #13 above)

2. DRIVING SCHOOL: (See Activity IV, #7 above)

COMPREHENSION ACTIVITIES

1. SIMON SAYS.

2. SIMULATED ARGUMENT: (See Activity IV, #6 above)