

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 to 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)