

EXAMPLES OF BEST PRACTICE to foster oral communication Prompt cards

WORKING WITH PROMPT CARDS



These prompt cards can help you to prepare many different activities to practice oral communication. Preparation is very easy as long as the teacher has a very well stocked card index box or a very wide range of different situations at hand.

The activities which are provided here are as closely as possibly aligned with the action-oriented approach. *That means that learners of a language are primarily seen as 'social agents', i.e. members of society who have tasks to accomplish in a given set of circumstances, in a specific environment and within a particular field of action.*¹

When using these prompt cards, the following aspects are important:

- a concrete situation,
- a role which is provided or chosen by the learner.

These prompt cards can be used at any language learning level and only simple instructions/rules of the game will be needed. These should be easy to understand as well as simple to create.

THE TEACHER'S ROLE AS FACILITATOR

Your job will be to support your students to accomplish the task and to form groups of two or three who can help and motivate one another.

Allow your students to think out loud. Mistakes will occur due to a wish to communicate and are of course part of the learning process.

It is the aim of these examples of best practice to motivate, to create a positive attitude towards mistakes, to stimulate the learning process, to enhance

the joy in learning and to provide reassurance as well as realistic self-evaluation.

RULES OF THE GAME

The answers always need to be explained or additional details need to be given! (If the questions do not apply at all, it is possible to ask for another prompt card).

Work in pairs: Both participants draw one (or more) cards with the questions.

- They answer each other's questions and ask for more details. They also take notes of their answers.

Working in a team of three: A third person takes notes of the answers and summarizes the conversation.

At the end the answers are presented to the colleagues.



N	Proposed items	Number of cards
1.	FREE TIME	32
2.	SCHOOL, EDUCATION	27
3.	FRIENDS, FAMILY, PERSONAL QUESTIONS	25
4.	FOOD AND BEVERAGES	27
5.	PLANS FOR THE FUTURE AND DREAMS	15
6.	HEALTH AND THE ENVIRONMENT	23
7.	LANGUAGES AND CULTURES	20
8.	COMMUNICATION and MEDIA	15
9.	SOCIETY AND POLITICS	12
10.	WORK AND THE ECONOMY	40
	Total number of prompt cards	236

¹ CEFR, Chapter 2.1 An action-oriented approach, p.9