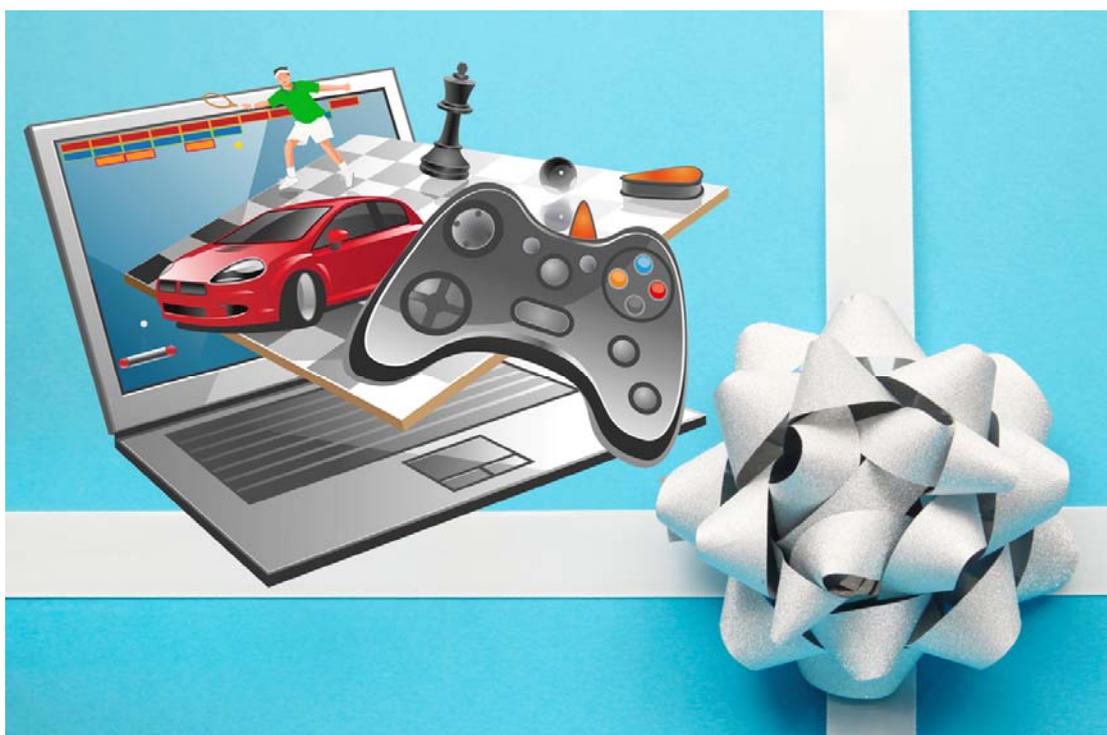


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Individual Presentation

Preparation Time : 3 minutes Assessment Time : 2 minutes

Your teacher has asked you to give a two-minute presentation to your class about buying a birthday present.



Imagine it is your friend's birthday and you want to buy him/her a computer game.

You may talk about:

- the kind of game my friend would like
- the kind of game that is suitable and appropriate
- the amount of money I should spend
- where to buy the game

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You may use the following or your own words to begin and end your presentation.

You may begin by saying:

Good morning/afternoon, everybody. I am going to buy a computer game and give it to my best friend as a birthday present. ...

That's all I want to say. Thank you.

Teacher notes

Managing the assessments or extending the task

- Presentations could be digitally recorded to increase the accuracy of the assessment.
- If you decide to play a more active role, you could give less confident students verbal instructions for each step of the discussion.
- Make it clear to your students that the computer game shown in the task photo is designed to focus their thinking on buying a computer game as a present. It is not intended that the game shown will be the subject of their presentation.
- You and/or the students could add to, or delete from, the list of questions the students consider.
- You could allow the student to choose a present other than a computer game.
- Note that the possible language structures, expressions, and vocabulary given below are not exhaustive. They are guides to show teachers some of the possible structures, expressions, and words students may choose to use.

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Possible language structures and expressions: Advanced task

1. Giving descriptions

“Your score increases each time ...”

“... ones that demand skill.”

“You move from one task to the next ...”

“You are rewarded each time ...”

“If you are unsuccessful ...”

“Players compete against each other and avatars.”

2. Justifying a point of view:

“Since most people like surprises ...”

“I wouldn’t buy it, despite it being ...”

“... in order to save more money.”

3. Expressing obligation and certainty:

“It might be a good idea to ask ...”

“I’d definitely ...”

“I’d probably think about how suitable it was for”

“Picking the right one could be ...”

“It’s always important to think about ...”

“I know I ought to look for the best deal but ...”

“I never shop online ...”

Possible vocabulary:

First-Person (Perspective from character); Third-Person (View of character from outside); Platform Game; RPG (Role-Playing Game); Turn based (Used to describe combat style in RPG’s); NOOB (inexperienced player); Action Game; Adventure Game; Arcade Game; Gamer; M.M.O.G. (Massively Multiplayer Online Game); M.M.O.R.P.G. (Massively Multiplayer Online Role-Playing Game); RTS (Real

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time strategy game); Simulation Game (i.e. Flight simulator); Avatar; Console Game; Handheld video game; Spawning (character coming back to life); Text based game (Old school computer game).

Prefer; interest; enjoy; fun; entertain; age; safe; harmful; online; local store.