

**RESTRICTED**

**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.

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



You may talk about:

- the kinds of games your friend likes. Give examples
- when and where you would buy the game
- how much you are going to spend on the present

Make sure you give reasons why.

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

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*You may begin by saying:*

Good morning/afternoon, everybody. I want to buy my best friend, John/Jane a computer game for his/her birthday. ...

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.

### Possible language structures and expressions: Basic task

#### **1. Giving descriptions**

“... your score gets bigger ...”

“... games that use your skills ...”

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“You do one task, then the next ...”

“You get a badge when you get it right.”

“If you get it wrong ...”

“Players play against each other.”

“You play against avatars ...”

**2. Justifying a point of view:**

“It would be the best one because ...”

“She’s only fourteen so ...”

“They wouldn’t like it, even if ...”

“... but I’d ask them first ...”

“...unless it cost a lot.”

**3. Expressing obligation and certainty:**

“It might be ok if ...”

“I’d choose ...”

“I’d probably buy..”

“The best game could be ...”

“I would never spend more than ...”

**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 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.