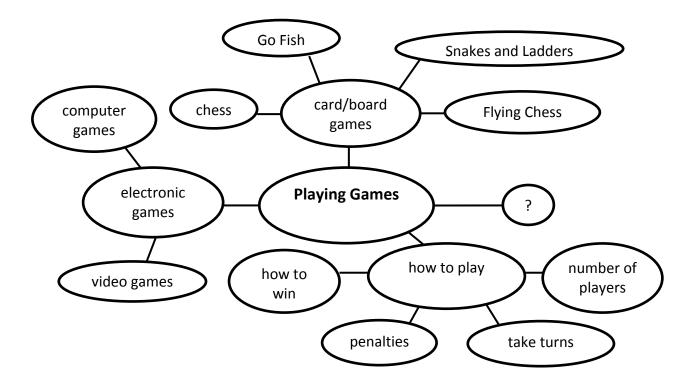
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Individual Presentation

Choose a game you like to play and tell your class how to play it.

Prepare a two-minute presentation about the topic. You can use <u>some ideas</u> from the following mind map and/or <u>your own ideas</u> in your presentation.



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

Good morning/afternoon, everybody. I'm going to talk about a game and the way to play it.

That's the end of my presentation. Thank you.

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Teacher notes

Managing the assessments or extending the task

- Presentations can 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.
- You and/or the students could add to, or delete from, the bullet point list.
- 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:

1. Giving descriptions

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"I have chosen ... which I remember from ..."
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2. Giving advice

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"It's quickest/best if you ..."

"I'd recommend that you ..."

"As an alternative, you could consider ..."

"Try to avoid ..."
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"You need to be careful to ..."

3. Giving instructions

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"The first and most important step is ..."

"First of all ..."

"Next ..."

"Finally ..."
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Possible vocabulary:

Opposite; near; next to; underneath; logical; sequence; favourite; following instructions; searching online; functional; assemble; construction; manageable; organised; glue; stitch; pattern; template; plug in; battery; packaging; dice; player piece; opponent; cheating; score points; shuffle; pick a card; deck.

[&]quot;... is a favourite game of younger children because ..."