Development Exchange

## Course Topic: Teaching Speaking

## Course Instructor:

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## Course Synopsis:

Drama provides us with a wonderful selection of activities and techniques to use in the English language classroom. Drama activities are interactive, creative, and just plain fun. They are effective with all personality types (both outgoing and reserved), all language ability levels, all ages and all class sizes. And best of all, you don't have to be a drama expert to use these activities.

In this course, we take you through why drama activities are effective in the language classroom and the different types of activities that you can select from. The majority of the course, however, involves introducing you to specific drama activities to use. At the end of the course you will have a full tool box of drama activities to draw from.

## Course Agenda:

1. Why is Drama Effective in the Language Classroom?
2. Categories of Drama Activities
3. Drama Activities to Try

## 1. Why is Drama Effective in the Language Classroom?

## It's fun!!!!

It energizes students.

## It is good for all types of learners (visual, auditory, kinesthetic/tactile).

It allows students to be creative with the language.

## It allows students to use the language in context.

You do NOT need to be a drama expert in order to use drama techniques-they are just as easy to use as other teaching techniques.

## 2. Categories of Drama Activities

Match the following categories of drama activities with the correct definition. We will go over the answers in the video.

1. Warm-up and Cooldown Activities
a) activities that allow students the opportunity to imagine scenarios or situations based upon minimal clues they are given by the teacher or by other students.
2. Observation

Activities
3. Interpretation Activities
4. Creation and Invention Activities
b) activities that work with words.
c) activities that involve students noticing and interacting with their physical environment and their classmates.
d) short, fun activities that get students energized or that relax the students at the end of the class. They often, but not always, involve physical movement. They can be verbal or non-verbal.
5. Wordplay Activities
e) activities that allow students to work to solve problems presented by the teacher.
6. Problem Solving Activities
f) activities that allow students to create situations or objects.

## 3. Drama Activities to Try

The following are sample activities for each of the drama techniques listed above. Not all of these activities will work with your student age group.

## A. Warm-up and Cool-down Activities

## Mirror Image

## Materials: None

| Time | Procedure |
| :---: | :--- |
| $7-8$ | Divide the class into pairs. One pair is the lead person. The other person must <br> minutes <br> copy everything the lead person does, but in a mirror image, with everything <br> opposite. After 3 minutes, have the partners switch roles. |

## Freeze Frame

Materials: Recordings of one or two popular songs and a CD player.

| Time | Procedure |
| :---: | :--- |
| $7-10$ | The teacher plays a piece of popular music. Students get together in small <br> groups and dance to the music. The teacher stops the music and calls out a |
| scenario. In their groups, students have to freeze in a pose that fits that |  |
| scenario. For example, if the teacher calls out "playing tennis" all participants |  |
| have to strike a pose in which they look like they are playing tennis together. |  |
| Other scenarios can include: playing basketball, flying an airplane, fighting, |  |
| working in an office, eating dinner, shopping, playing soccer, teaching, waiting |  |
| in line for a movie. |  |

## Building Construction

## Materials: None

| Time | Procedure |
| :---: | :--- |
| $15-20$ | Divide the students into groups of five or six. The teacher says the name of a <br> famous building (the Eiffel Tower, the Tower of London, the Empire State |
| minutes | Building, the Pyramids, etc.). In their group, the students must construct that <br> building using ONLY the people in their group and every group member must <br> participate. Give them no more than five minutes to construct each building <br> before moving on to the next building. |

## B. Observation Activities

## What am I Holding? ${ }^{1}$

Materials: A collection of objects with which students would be familiar.

| Time | Procedure |
| :--- | :--- |
|  | Divide the class into pairs. Students stand facing their partners, with their |

[^0]| 10 | hands behind their backs. The teacher places an object in the hands of one of <br> the students in each pair. The student cannot see the object because it is |
| :---: | :--- |
| minutes |  |
| behind his/her back. The other student in the pair must ask yes/no questions |  |
| to the student with the object, in order to figure out what it is. |  |

Circle of Feelings ${ }^{2}$
Materials: None

| Time | Procedure |
| :--- | :--- |
| 15-20 | The students and the teacher sit in a circle. The teacher asks the students to <br> choose a feeling or emotion each, and to think of an appropriate gesture to <br> accompany it. <br> The teacher begins by stating a feeling using the appropriate voice quality and <br> gesture. For example, the teacher might tense their body and face, slam their <br> right fist into their left palm, and say (loudly) "ANGER!" The group copies the <br> stance, gesture, voice and word of the teacher. Next, the first student (S1) <br> makes eye contact with the teacher, renders "ANGER" with them, and then <br> offers a new feeling word and quality, perhaps "sad", with the appropriate <br> voice quality and face/body gestures. The group then echoes "ANGER" and <br> "sad". The second student (S2) will do "ANGER" with the teacher (making eye <br> contact), "sad" with S1 (making eye contact), and then do his/her emotion for <br> the group. The group then repeats all three of the feelings in sequence. This <br> format is followed around the circle. To intensify the use of the nonverbal <br> components, the group can later do all the feelings sequentially in unison, using <br> only the face/body gestures (i.e. omitting the voice). You can also omit the <br> face/body gestures for one round, and thus build the expressiveness of the <br> voice, as the contrast between feelings is now relayed with just the voice. This <br> activity should end with at least one sequence in which the group states in <br> unison the feelings with their accompanying gestures. |

## C. Interpretation Activities

## One-Word Dialogues ${ }^{3}$

Materials: One or more short one-word dialogues.

| Time | Procedure |
| :--- | :--- |
|  | Sample one-word dialogue: |
| $15-20$ | A: Hungry? |
|  | B: Very. |
|  | A: Lunch? |
|  | B: When? |
|  | A: Noon? |
|  | B: Perfect. |
|  | Students work in pairs. Each pair is given a one-word dialogue. Make sure that |

[^1]|  | at least two pairs have the same dialogue. In their pairs, students decide who is <br> talking, where they are and what they are talking about. They rehearse the <br> dialogue with the correct intonation for the situation they have created. They <br> then get together with the other pair who has the same dialogue. They <br> compare what they have created. They then work together to lengthen the <br> dialogues. |
| :--- | :--- |

## Group Charades

Materials: A list of 10-15 movie titles, activity names, people or places.

| Time | Procedure |
| :---: | :--- |
| 10 | Divide the class into groups of four or five. One student from each group goes <br> up to the teacher. The teacher gives each student the same name of a movie, <br> activity or person. The students return to their respective groups to act out |
| mhat they were given. They cannot speak. Their group members must guess |  |
| what they are acting out. The person in the group who guesses the answer |  |
| runs up to the teacher to get the next topic. The first group to work through |  |
| the whole list is the winner. |  |

## D. Creation and Invention Activities

## Themes and Scenes ${ }^{4}$

Materials needed: Ten small pieces of paper, each with a different theme on it ('crime doesn't pay', 'nobody loves me', 'you get what you deserve', 'live now and pay later', 'the early bird gets the worm', etc.) Ten small pieces of paper, each with a different scene on it (on a picnic, at a supermarket, in the airport, at a restaurant, etc.).

| Time | Procedure |
| :---: | :--- |
| 30-40 minutes | Divide the class into groups of four or five. One person from each group <br> chooses one piece of paper with a theme on it and one with a scene on it. They <br> must not look at the pieces of paper before they choose them. Each group has <br> 20 minutes to prepare a short skit that integrates both the theme and the <br> scene. They have to make up the characters, dialogue and actions. They may <br> choose to use props as well. Each group then performs their skit for the whole <br> class. The teacher provides language guidance and feedback as necessary. |

## Story Beginnings

Materials: The climactic ending of a dramatic story (a ghost story, a love story, a crime story).

| Time | Procedure |
| :---: | :--- |
| 20-30 | Divide students into groups of three or four. Distribute the climactic ending of <br> the dramatic story you have chosen. Read it together as a class and check for <br> minutes <br> comprehension. Students work in groups of three (female, male, narrator) to <br> write a short 3-4 line prequel, rehearse it with the climax, and perform it in <br> front of the class. Tell them to keep their texts simple and short to focus on <br> their gestures and stage movements as well as their vocal delivery. |

[^2]
## Tableaux

Materials: None.

| Time | Procedure |
| :---: | :--- |
| 25-35 | Students are divided into groups of four or five. Each group is given a well- <br> minutes |
| known story (a fairy tale, for example). They have fifteen minutes to read the <br> story, assign characters and create three or four tableaux that capture the main <br> stages of the story plot. The group performs their tableaux for the rest of the <br> class. The class has to guess what story they are enacting. |  |

## E. Wordplay Activities

## Group Spelling

Materials: None

| Time | Procedure |
| :---: | :--- |
| 7-10 <br> minutes | Divide the students into groups of five or six. The teacher says a short word <br> that the class has learned recently. Each group must arrange and shape <br> themselves into the letters that spell out that word using all of the group <br> members. |

## Alphabet Conversation

## Materials: None

| Time | Procedure |
| :---: | :--- |
| $5-10$ | Students work in pairs. The teacher calls out a letter of the alphabet. One <br> student has to start a conversation with a word that starts with that letter. |
| minutes | Their partner must respond with a sentence starting with the next letter in the <br> alphabet and so on. The teacher can end the activity at any time. |

## F. Problem Solving Activities

## Committee Meeting

Materials: A scenario on a typical community or school issue.

| Time | Procedure |
| :---: | :--- |
| 25 | Divide the students into groups of five or six. Give each group the scenario. <br> Assign one group member as the committee chairperson, responsible for |
| minutes | keeping the group on track and for ensuring that everyone has the opportunity <br> to speak. Indicate that they have 20 minutes to come to a decision to resolve <br> the scenario. At the end of the 20 minutes, ask each group what decision they |
| arrived at and why. Examples of possible scenarios are: 1) You are on the |  |
| entertainment committee for your school. You have to decide what kind of |  |
| Christmas party to hold, and how to use the budget of $x x x$ dollars; 2) You are on |  |
| the police services committee for your town. You have to decide how to deal |  |
| with a recent rise in vandalism in the town. |  |

Life Raft
Materials: A list of fifteen objects that you would typically find on a boat.

| Time | Procedure |
| :---: | :--- |
| 20-25 minutes | Divide the students into groups of five or six. Give each group the list of <br> objects. Indicate that they have to abandon their boat and get into a life raft. <br> They only have room in the life raft for eight of the fifteen objects listed plus <br> their group members. They must decide which objects to take and why. Give <br> each group 15 minutes to make their decision. Have each group report on their <br> decision to the whole class. |

Remember: Drama allows your students to loosen up and use language creatively in real contexts. Drama techniques are VERY effective for language learning.

## Thanks for participating!

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[^0]:    ${ }^{1}$ Alan Male and Alan Duff. 1993. Drama Techniques in Language Learning. Cambridge University Press.

[^1]:    ${ }^{2}$ Mark Rittenberg. 1989. The Teacher as Performer. Vancouver Community College Press, p. 3
    ${ }^{3}$ Alan Male and Alan Duff. 1993. Drama Techniques in Language Learning. Cambridge University Press.

[^2]:    ${ }^{4}$ Alan Male and Alan Duff. 1993. Drama Techniques in Language Learning. Cambridge University Press.

