

# PAIR WORK

- Polish-Spanish pair work – students complete tasks together using applications and Internet sites typically used in the Piotrków school.
- Polish-Portuguese teams and Polish-Spanish teams translate everyday phrases useful in their daily activities during the project. Online dictionaries, e.g. [glosbe.pl](http://glosbe.pl) or [pons.com](http://pons.com), can be used. Students note their results in their smartphones and then present and model the pronunciation.



# GIANT

Objective: to create a story and work in cooperation

Development: the class sat in a circle.  
With a ball of wool, a student began a story.  
He said two or three sentences and threw the ball  
to another student, keeping him on point.

The next student followed the story and in turn threw the ball  
to another, keeping the thread as well.  
That way until everyone had spoken something.  
A giant web was formed.

When the last student had spoken he passed the ball  
to the previous one and so on until the web was unravelled.  
The ball had to reach back to the first student.  
That was when the story ended.



# HEADS UP! GAME

Each player will have two minutes to guess as many cards as possible.

Set a timer for two minutes and have one player hold up a card to their forehead without looking at it. The other players will yell out clues for the first player. The first player will continue to guess who is on their card until correct or until they decide to pass.

Repeat until the two minutes is complete.

The player with the most correct guesses wins.



# KINESTHETIC

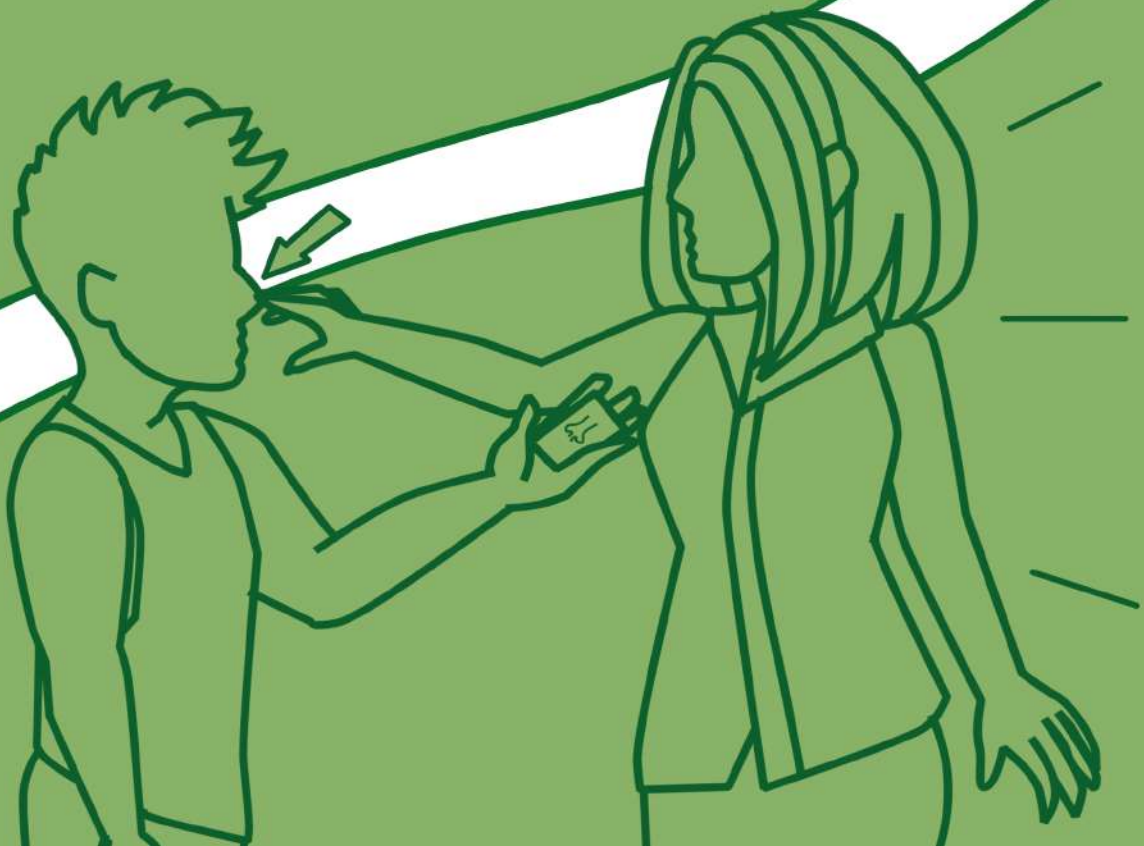
Two teams were formed, excluding one student. The teams were placed in two rows, facing each other. The excluded student was standing in the middle.

The members of each team were numbered so that there were pairs of competitors (two number one, two number two, etc.). The student in the middle was given a bag containing different tags where were shown different part of the body. The student had to:

- a) extract a card;
- b) read aloud the part of the body shown;
- c) call a number, which corresponds to a pair of opposing players.

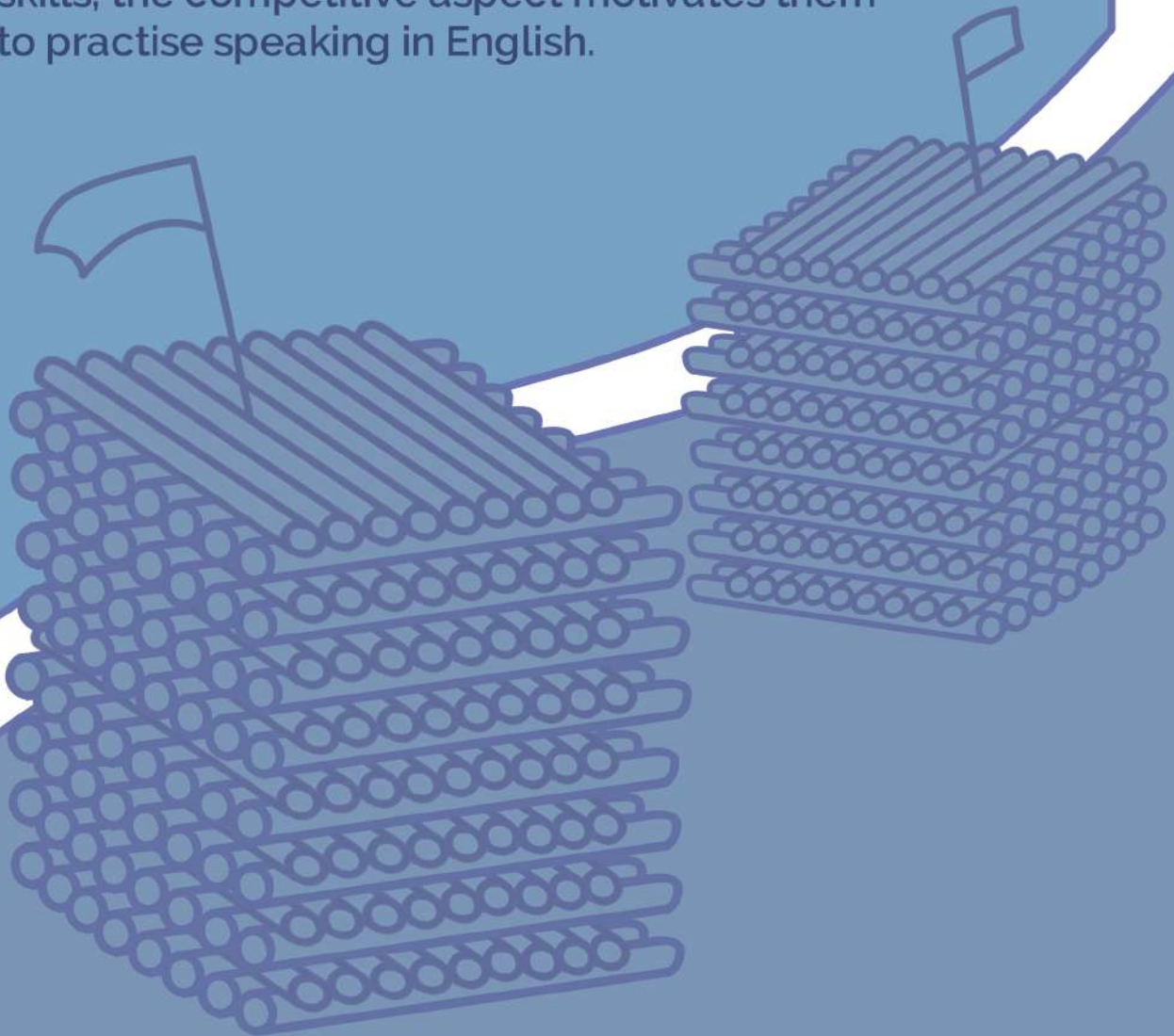
They had to run quickly towards the student in the centre; a card was given to the student who first touched the part of the student's body in the centre that has just been spoken. In case of mistake, the card was going to the opposing team.

The team that collected the most cards at the end won.



# LET'S BUILD A TOWER!

Students work in 4 groups, each needs to build a tower from straws. This helps to improve the participants' team-work skills, the competitive aspect motivates them to practise speaking in English.



# CHARADES

Students work in 2 groups.  
Taking turns, they mime or say a word or phrase.  
Competition motivates the students  
to break their language barrier  
and speak freely in public  
and to learn new vocabulary.



# MUSIC

The class was divided in pairs.

Materials used: a blank page for each couple and various music (sung or instrumental).

Development: the teacher asked each pair to fold their sheet into four parts and when they open the sheet again number each section.

In the pair, one student was responsible for the even numbers and the other for the odd numbers.

Then the teacher played the first music and a student of the couple drew while listening (the student must draw what the song reminds him/her of).

Then the teacher played the second music and the other student made his or her drawing.

At the end each pair had four drawings and had to make a story following the sequence of the drawings.

