

**Suggested Teaching Components**

- Develop student awareness of and skill in appropriate intonation, stress, rhythm, phonological features etc.
- Express simple likes/dislikes
- Ask/answer questions in the affirmative
- Ask/answer questions in the negative

**Suggested Themes, Topics and/or Experiences**

Current events (gives students the chance to talk about significant local, national or world events or issues), food, health, leisure activities, school, sport, people, field trips, animals, clothing, weather, music, style, family, countries, plants

**Suggested Assessment Tasks**

- Hot Seat game
- Teacher/student/family interview
- Oral presentation to class

**Sample Strategies****Teacher directed**

- Introduce language (I like, I love etc.) using diagrams with smiling/frowning faces
- Model language (I like, I don't like) and introduce adjectives with visual support
- Brainstorm reasons for likes/dislikes and model questions and answers with 'why' and 'because'
- Use word cards to illustrate word order in questions and answers

**Joint/guided construction**

- Pair interviews/class surveys
- Guessing games supported by flowchart structure to suggest alternatives, e.g. Is it big? Play games to practise questions and answers, e.g. 'Guess Who Likes...', 'Guess Who Dislikes...'
- Listen to taped interviews and complete grids, respond to true/false questions etc.
- Play "Yes, No, On the fence" - Draw a line on the board with Yes at one end and No at the other - Introduce the topic e.g. "Keeping pets". Students come up one at a time and put a tick on the line showing how strongly they agree/disagree and then say "I think keeping pets is a good/bad idea because (1 reason). Can extend to Listening task by getting next person to repeat what previous person said then saying own reason. (Can be used as pre-writing task)

**Independent construction**

- Select and cut out pictures of likes and dislikes from magazines and share with classmates.
- Extend interchanges re likes/dislikes by asking for and giving reasons
- Conduct interviews and report on responses
- Play 'Hotseat Game' (student sits in middle of classroom and responds to questions re likes/dislikes)