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Desert island game esl

Desert Island Survival Game: Communicative Speaking Activities This is a communication speaking activity for intermediate advanced adult APL students. In groups, students read about a group of people who are marooned on a desert island. People's names, ages and professions are presented on printing. Students learn that passengers have a small survival package, but it contains only enough food for five people. Students need to talk about which 5 passengers they will give food based on age, professions and (implicit) skills of various passengers. They shall submit their decisions to a class which may accept or challenge the arguments of the presenting group. Level: Intermediate age: 13-17 Downloads:68 Copyright 24/6/2009 Ying K. Publication or distribution of any part of this document is prohibited without the permission of the copyright owner. This desert island survival activity is based off the lost at sea team building game with a little tweak to meet my student needs. This n related to the book Robinson Crusoe takes in a literary class. In this lesson, students take part in an interesting journey from a lavish cruise ship to an abandoned island. The goal is that they work together in a small group of 5 or 6 and use their critical thinking to survive if they are to be stranded in a remote, isolated place (like what happened to Robinson Crusoe). Whether you teach life skills or literature, it will certainly be a blow. YOU MAY ALSO LIKE: CSI MYSTERY ACTIVITY In this case, I have a PowerPoint presentation (I'm updating my resources as soon as possible), which contains images and sound effects to make the experience more realistic and set the atmosphere. Here's an example of adventure story: The trip begins on a beautiful summer day when students decide to go on a cruise to the Caribbean. However, the weather suddenly changes and turns out to be a thunderstorm. And then, there is a strong explosion! The ship was hit by lightning and is now on fire! Then more explosions! The ship has now sunk and the captain is losing control! (This time, I ask students to choose and take 3 items from their bag, which they think is important!) After a long swim, their group arrives on an abandoned island. And the journey has just begun! Let's go, students are starving now! (Then I ask them how Robinson Crusoe managed to survive on the island; Then I ask them to hunt for food in the classroom (I hid in fresh coconut drawers / cabinets). When each group found their coconut, I let them use what they saved from the ship to tear the coconut apart so they could eat meat and drink water. (They can be very inventive!) So now they help each other cut the coconut open. Friendly warning: it will be very messy and the floor will be sticky. Remind them to be careful and avoid smashing coconut on the floor or tables. Extension activity When time (10 minutes or so), we move on to the follow-up that is mentioned in lost at sea activity. Since there is not enough food on the island, they have little chance of survival unless they manage to perform this new task. Their group found a treasure chest with 14 different items. The probability of their survival will depend on their ability to classify items they have found in their relative order of importance. They will cooperate and agree on a list and record their ranking on the mini boards. Later, they will compare their ranking with the Coast Guard to see if they've got what it takes to survive on the island (ranking and score/ability level included in the ppt above). I wrapped up the lesson with Think-Pair-Share so that students pondered lessons about life that they learned from the activity. Are you on Pinterest? Pin this post! [facebook_comment url = width=100% number=5 color=light] Home » Activities » Pre-interim A2 Author: Students design the island, create rules and decide who gets to live in it during the interview. For preparation you will need a3 paper and felt-tip pens. Procedure Ask students if they are aware of any TV programs, movies or books set on desert islands such as Beach, Castaway, Robinson Crusoe, Survivor. Of the three groups that students explain the program, film or book to each other. Try to get some feedback on the dangers and difficulties that the main character faces in living on these islands. Tell students that they intend to create an island. Students work three. Two students together draw the island to the same sheet of A3 paper according to the instructions of the third pupil (e.g. drawing sharks at sea). Change roles every few minutes. Leave for a total of ten minutes. Tell them that they have to decide on the rules for living on their island (for example, you have to park the fire at 6 o'clock in the evening). Students write five rules. To figure out the rules they have to live in their own home. Invite students to present a presentation to the entire class describing the island and explaining the rules of living on it. Explain that someone will come to their island and have to decide if they want to let a person to the island. They must submit a questionnaire to request new arrivals. Ask good questions like how to cause a fire? How to defend yourself against a shark? Students write six to eight questions in their groups. Select one person from each group and tell them that their boat has sunk and they are swimming around gazing desperately at the island. Tell students to go to the island where they will be interviewed. Students swim to other islands and are interviewed in each of them. A group of students on each island decide which person they chose to live on their island and why. At the same time, swimmers decide which island they want to live on and why. Finish with some feedback on how well and how difficult it is to do so. Language level This was one of my most popular games ever. I got the idea of an old PowerPoint that another teacher developed during my first year in China, way back in 2008. It wasn't until about 2011 that I came back and took a look at it, and really did something about it. The premise is simple, and one that most TV viewers know. You boat, it hits rock, and sinks. You swim to a nearby island and find a large box with about 10 things. From there the game begins. Divide students into small groups, usually 3 to 4 students. Please explain the basic rules. Each on the island has 6 health care points; You have to eat 1 food daily; If you get hurt or not to eat, you will lose 1 health point. Some of the items you choose to pick out of the box can help you, Groups will be given the opportunity to decide which items they want to take from the field. I just let them take 4. When they are completed, we go to the first game slide in PowerPoint. It's night, and it's starting to rain. You have to find a place to sleep for the night. You have three choices each choice will have its own consequences. In this case, the only option that won't cause the student to lose health points, or die, is the forest. Someone is struck by lightning on a mountain, and must roll to die for damage, or 1 to 6. Someone on the beach is swept out to sea. They can roll to die to see if they can swim (50%) and if they can't, roll again damage from 1 to 6. The next day, students are allowed to look for food. They can roll 1 to 2 dice, and take any food pops. Any remaining food can be saved. The next days continue the same, with problems, solutions and consequences. The last day sees students trying to get off the island, or swim, build a raft, or build a boat. If they saved enough food, they would be able to survive a week or so at sea, it takes them to find them. The game lasts about 30-60 minutes and is perfect for medium to high level learners. Read some feedback from teachers to see how the game worked for others. The 21-slide Abandoned Island PowerPoint can be found here for a low price of \$0.99! The abandoned island is a simple non-prep first-class icebreaker for young learners and teenagers. In this activity, students imagine that they were trapped on a desert island. They need to think about five things that they would take with them if they lived on an abandoned island. Encourage students to report what things are and why they would take them. Running time: 10 – 15 minutes (approximately)Skills Practiced: SpeakingLevel: Young learners and adolescents. Smaller intermediate and above. MethodTell your students imagine that they are trapped on an abandoned island. To make the game more lively and make students' imagination work, you can show them some photos of abandoned islands. Give them some time to think five things to take them to an abandoned island. You can start the game yourself by naming your five five You can also use the following prepared handouts. Encourage them to discuss how each element can be useful. Ask students to explain why they want to take these things. Enjoy and have fun. Options: What five songs will they bring? What five books do they take? What five foods would they consume? Give students handouts (see downloads below) and ask them to select five items. Encourage students to discuss how each item would be useful. Let them choose the five themselves, and then gather together in groups and decide which five they will take as a group. Download PrintableClick here to download the printable

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