

Suggested Teaching Components

- Develop awareness of and skill in appropriate intonation, stress, rhythm, phonological features etc.
- Respond to tone of voice with/without support from gesture
- Recognise and understand familiar words in spoken text, e.g. own name read from a list, colours, numbers
- Respond to key words in a range of common spoken instructions
- Identify key points of information with/without visual support and gesture

Suggested Themes, Topics and/or Experiences

Any curriculum area, self, family, school, weather, shopping, canteen, geometry, living things, field trips, budgeting, sport skills, songs, friends, leisure activities, measurement, home

Suggested Assessment Tasks

- Answer questions relating to specific details of a text, e.g. number, money, colour
- Listen and draw or complete maps, forms, timetables, matrices, scenes etc.

Sample Strategies**Teacher directed**

- Model listening activities using tapes and OHT, e.g. present task, listen to tape – pause after required information
- Elicit correct response
- Model recording of information on OHT
- Model tracking of taped descriptions of pictures/big books etc.
- Model listening to tape and identifying type of text, e.g. weather, advertisement
- Play Listen up! (helps identify main ideas) Make a short list of key words from a simple text, read them aloud, read the text again and students put a tick beside the word each time they hear it-count the ticks and work out the main idea of the text.

Joint/guided

- Answer true or false/multiple choice questions from listening tapes
- Listen and draw/alter pictures
- Choose item from a set of alternatives
- Select pictures from sequences of familiar procedures incorporating key words from common spoken instructions

Independent

- Answer true or false/multiple choice questions relating to specific detail, e.g. listening tapes, pair work, barrier games
- Listen to texts to complete maps, forms, timetables, matrices etc.
- Listen to tapes and choose emotion (picture choice) corresponding to speaker
- Negotiate a maze/path on a map from oral instructions
- Play games, e.g. 'Guess Who', 'Guess What'