

Robert Reed

Englishpath.org

Fun English Conversation

Activities Workbook

Games

Fun facts

Discussion ideas



Fashion, Advertising, TV programming, Movies, Holidays,
Jobs, Money, Politics, Business, Technology, Sports, Music ...

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Fun English Conversation
Activities Workbook

EAL Student's Workbook

12 lesson units

Games, quizzes, role plays, discussion ideas, fun texts

Individual, paired and group activities

Teaching notes

Answer key

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Introduction

The key to a successful conversation lesson

Conscientious teachers always want to deliver excellent lessons. However, they may not have sufficient time to create appropriate resources; and that's where this book comes in.

Englishpath.org Fun English Conversation Activities Workbook was written as a workbook for English language courses. It primarily targets intermediate and upper-intermediate secondary school and university students studying English as a second or additional language. Additionally, the workbook can successfully be used with post-graduate students, older age groups and advanced English learners. With a broad selection of conversational activities, Englishpath is an invaluable resource for teaching and learning English - aiming to motivate students and help teachers deliver excellent lessons.

According to the writer, the key to a successful conversation lesson is to make the lesson fun and interesting. Humour helps establish a relaxed working environment in which students feel confident enough to experiment with language. Englishpath provides a wide range of fun and interesting activities: creative and innovative lesson ideas, role play ideas and scripts, questions, dialogue suggestions, group activities, games, quizzes and other forms of active learning. The building blocks of the workbook are humorous phrases, original funny texts and light-hearted quotes which any class will greatly appreciate and enjoy.

To increase the learner's interest, the students are brought closer to the contemporary culture and aspects of everyday life in English speaking countries. The topics are concentrated on the shared interests of teenagers and young adults worldwide; selected themes range from popular free-time interests like television, music, fashion, food and holidays as well as professional subjects such as jobs, money, politics and science. Included are numerous ideas for encouraging discussions that are vital in order for each individual student to achieve their maximum learning potential in every lesson.

Lesson planning and how to use the workbook

There are 12 themed units in the workbook. Each themed unit has been planned as a resource book for one 45-60 minute lesson. The units contain a variety of activities to follow throughout the lesson. For convenience, symbols have been used for simple representation of instructions relating to activities. A key to these symbols is shown on the next page "Key to Symbols". A symbol represents whether the activity is an individual, paired or group activity. If not marked otherwise, use the content as a textbook and ask students to read to the class.

For ESL/EAL/TEFL and other English language teachers, the workbook includes supplementary teaching notes and answer key. When planning the lesson, always check the teaching notes, as some activities require preparation (e.g. photocopying and cutting) and/or additional resources. Basic activity instructions are included with each activity, with additional notes concerning the rules of the activity or teaching instructions included in the teaching notes as and when required.

Visit www.englishpath.org to get samples and links to online resources and other English teaching and learning materials.

2 Predictions for 2300



Come to a consensus within your group as to which three predictions are most likely and which three are least likely.

What is the most/least likely be happening in 2300...

- Robots will do all the work for humans.
- Humans will be slaves to 'superior' robots with AI.
- The weather on Earth will be controlled by scientists.
- The 2300 Olympics will take place on Mars.
- Time travel via wormholes will be possible.
- Dinosaurs will be recreated for tourist dinoparks.
- People will choose their babies from catalogues (gender, hair colour, height, etc.).
- The Earth will be too polluted to inhabit (live on).
- The population of Earth will be 100 billion and most people will starve.
- The algorithms will rule the universe.
- Space will be colonised.
- Peaceful aliens will have been contacted and exterminated.
- On average, people will live for 150 years.
- Cloning of humans will be normal.
- A clone of Elvis will rule the universe.



As a group, feedback your choices to the whole class and justify them. All group members should participate in feedback.

2300

Role plays

Interview tips
Open your own restaurant
How to be a successful president
Bank loan game



Quizzes



Fun texts

Sinking boat game
Fashion design game
Alibi game

Most dangerous jobs
The worst soap opera lines
You are a lottery winner!



12 Lesson Units
Individual, paired and group activities
Teaching notes

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