

2.4

Talking about me

Focus: Speaking. We reinforce our sense of identity when we remember positive things about ourselves, and even more when we talk about them to others. One comfortable way to do this is in the context of a game.

Level: Lower intermediate +

Time: 30–40 minutes

Preparation: Bring a copy of the board (below) and a dice for each group.

in class



1. Put students randomly into groups of 3 or 4: have them sit in a circle in their group. Give each group a dice and a photocopy of the board. Then let them have a few minutes to read the things they may have to talk about and to get some ideas. At this time they can use dictionaries or ask you how to say anything they are not sure about.
2. Each group member throws the dice and the student with the highest number begins the game. Each time, a student throws the dice, moves the number of squares shown on the dice, and then talks for 30 to 60 seconds about what is indicated on the square they have landed on. The first student to reach FINISH is the winner, but in this game everyone wins because they are all benefiting from the positive atmosphere established.

START →	One person who has helped me	One thing I would like to learn	One thing I can do well	How I am feeling today ↓
A nice experience I have had this week ↓	A goal I have	Something that makes me happy	Someone that I admire	A time I helped someone ←
A value that is important for me →	A friend	Something I am grateful for	An object in my home that is special for me	A place that is special for me ↓
A word I really like in English ↓	A pleasant memory	Something I learned this week	My favourite song	A time someone helped me ←
Someone in my family →	One thing I hope to do during the next year	A time I was surprised	A nice present I received	FINISH

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A shorter version of the game can be played using a coin. With heads, students move one space, with tails, two.

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A nice experience I have had this week ↓	A goal I have	Something that makes me happy	Someone that I admire	A time I helped someone ←
A value that is important for me →	A friend	A time someone helped me	Something I am grateful for	FINISH

Extension

After all groups have finished, and still in their circles, each student says to the whole class one thing that he or she has learned about a classmate during the game. So that everyone will be mentioned, you can specify that the students select something about the student on their left.