

Teaching Notes for *Character Adjectives* game

AIMS: - improvement of vocabulary when describing character, especially when dealing with literature (most of the time students use *good, bad, happy, nice*)
- speaking, giving examples, exchanging information, assessment

LEVEL: strong intermediate, otherwise upper-intermediate to advanced

MATERIAL: worksheet with character adjectives
sheet for further discussion on assessment

TIME: 30 – 40 min. (adjective exercise); 20 + min. (discussion)

PROCEDURE:

1. T gives S numbers, each number existing twice (1 A, 1B), to pair them up at random. In odd-numbered classes T joins the game.
2. T hands out worksheet with character adjectives, reads the introduction and asks S to work on their own first, deciding on 8 adjectives in the first box that describe their character.
3. Then S mark 8 adjectives in the second box that they think fit their partner (B).
4. Pairs get together after task 2 and 3 have been completed. Student A talks about his own characteristics first and gives examples or reasons for his choice. Then B discusses his choices for A, telling him why he chose the adjectives. Afterwards B starts and then A presents his view of him, again justifying his choices.
5. Pairs count how many matches they got.

Note: It is amazing how well students know each other and how honest they are in assessing themselves and their classmates. The number of matches can be very high with individual pairs!

FOLLOW UP:

If students are interested the second sheet (*How we see others*) can be handed out. A discussion on how we perceive and immediately assess others, on why first impressions count so much, prejudice etc can be rewarding. Students should try to find examples from their own experience. It heightens students' self-reflection and awareness in the perception of others.