

Playing with the weather

Stepping Stones : Teambuilding & Empowerment; Media; Body, Movement and Senses; Storytelling

Materials : incl. materials

Type of exercise : oral

Duration exercise : >60 min.

Objectives

The learner can ask and give information about the weather.

Materials

- Smartphones.
- Video projector or TV to watch the weather report.
- Map of your country: a bigger one to put on the blackboard, smaller ones for the learners.
- Small cards with weather symbols.
- Glue or magnets to hang the cards on the blackboard.

Instructions

Beginners

- Watch a weather report.
- Show the learners the cards with the weather symbols and teach them the phrases for each weather condition.
- Let the learners repeat these phrases.
- Hang the map on the blackboard and ask the learners to hang the cards where they want.
- Ask volunteers to name the weather conditions.
- Ask a volunteer to present the weather forecast.
- Form small groups.
- Give each group a map.
- Let them think up a weather report by drawing the weather symbols on the map.
- Let each group present the weather report, while one member of the group films the presentation.

- Let the learners view each other's report.
- Let them watch the report a second time and repeat the sentences.

Advanced

- Watch a weather report.
- Ask the learners what words and phrases they have heard about the weather.
- Form small groups.
- Give each group a map.
- Let them imagine a weather report by drawing the weather symbols on the map.
- Let the groups walk around in the school or neighborhood to find items and ways to present their report. They film outside the classroom.
- When everybody is back in the classroom, let the learners view each other's report.

Read more in our manual at www.alternativeways.eu

Language skills / Linguistic performance

- Listening
- Speaking
- Writing

Linguistic competence/knowledge

- Vocabulary
- Sentence construction
- Expressions / sayings
- Oral language skills

Social-emotional skills and competences

- Communication skills
- Digital competences
- Empowerment
- Fun
- Imagination, creativity and learning to learn
- Intercultural understanding