

# Spoken Language Game



When teaching learners oral presentation skills we aim to empower them with the ability to confidently deliver their subject matter. A learner's fluency can often be hindered through:

**Hesitation** - an unintended pause for more than two seconds

**Elision** - slurring sounds together e.g. going to = gonna

**False Start** - beginning with an utterance/extended pause

**Filler** - exchanging words for sounds e.g. emm, uhh, ahhh

Provide learners with opportunities to avoid using **H.E.F.F** to develop their fluency when presenting.

## Spoken Language Game

- **Step 1:** Provide learners with a topic that they can talk about for one minute
- **Step 2:** Provide learners with 3 minutes to prepare what they're going to say - maximum of 5 bullet points
- **Step 3:** Each person, in turn (within small groups), to begin talking about their subject for up to one minute whilst being timed by another learner
- **Step 4:** Each learner should talk until they hesitate, use an elision, a false start or a filler. The object of the game is to talk for one minute without breaking H.E.F.F.

*Give The Spoken Language game a go in your classroom - how long can your learners talk for on a subject without breaking H.E.F.F?*