

## Appendix 3

### Sample Games used in Action Research Cycles

1. **Game:** Who, Where, and What?

**Purpose:** Describe & Guessing

**Procedure:** The teacher will instruct the students to describe any object of their choice in the classroom without mentioning the name of the object. The teacher will also instruct that they can write down whatever they want to guess. Other students will try to guess the object. Then the game moves on to describe another person who is known to the students.

2. **Game:** Likes and dislikes

**Purpose:** Forming sentences for expressing ideas

**Procedure:** The teacher will instruct the students to think about their likes and dislikes, for example, what they like to do and what they don't like to do, and write down whatever they want to speak. Students will be instructed to write down to four or five likes and dislikes. They must write true likes and dislikes. The teacher will provide a demo to the students by writing his or her likes and dislikes. For example, I don't like loud noise, particularly if it's unnecessary. If it's necessary 'I can put up with it' etc.

3. **Game:** Neighbours and neighbourhoods

**Purpose:** Description

**Procedure:** The teacher will divide the class into different pairs and ask each pair at a time to close the eyes of one of the members and that person will try to describe the appearance of his or her neighbours. For example, student A will describe student B from memory. If there is time, reverse roles out so that student B cannot see. In the same way student B will describe his or her neighbours.

4. **Game:** Describing friends

**Purpose:** Describing

**Procedure:** Students will be instructed to form a group of three to four members and asked to look at the appearance and dress of their members carefully. Then the teacher will instruct the students to come to stage group by group and group members will stand with their back towards each other. A group member will try to describe their peer, their appearance, and dress code one by one.

5. **Game:** Getting to know someone

**Purpose:** sharing information and getting to know other students

**Procedure:** Students will try to know each other by listing three or four things that they want to know about a person they have just met. Students will be instructed to work in pairs to one area of their choice from the list of students and ask them questions about it.

5. **Game:** Perform the situation

**Purpose:** acting according to the roles.

**Procedure:** The teacher will plan certain situations for role-playing meeting the learners' level and interest. The teacher will prepare some chits for distributing the situations. The teacher will ask the students to read the situation and decide which group members will enact the situation. They will be instructed to note down their ideas or dialogue to build up their confidence level. Time will be provided to the students to prepare themselves and then the group will be asked to come on the stage and perform.