



POST-TEACHING GUIDE

The Romans

Scuola Primaria

This teachers' guide is intended to give you ideas for helping your students reinforce vocabulary, grammar, and functions after the CLIL-Based Workshop.

Drama Walk

In an open space, have students walk around according to your cues related to the Romans, i.e. You can call out, "Gladiator!" and students can act like a gladiator. You can call out, "Fight!" and students can dramatize a sword fight. You can call out, "Caesar!" and students can walk proudly with thumbs up or down. Other words that students could dramatize include: *sword, shield, lion, cheering, live, die, exercise, jump, duck*.

Gladiator Contests

Divide the class into two teams. One 'gladiator' from each team comes up at a time to 'fight,' i.e. answer a question in English (any pertinent topic). Keep score and dramatize as appropriate, i.e. each time a team wins a point, the students should take the role of the cheering crowd.

Mosaics

Give each student a piece of a piece of paper, white card and pre-cut strips of coloured paper that students will cut to make square, rectangle and triangle pieces. Students then create a design for their mosaic on a piece of paper. When creating a design, it is important to make it strong, clear and simple—flowers, birds, fish, and fruit work well. Remind them that the empty spaces of a design are just as important as the drawn objects. Students can then transfer their design onto the white card; this is the base of the mosaic. Next, students select strips of paper with colours appropriate for their design and glue the 'tiles' to the paper to fill in the design, placing the tiles close together with white showing

between. It's best for students to apply glue with a glue stick to a small area of the paper and then carefully place the paper tiles. Last, students can say a few words about their design and the mosaics can be displayed in class.

Object Grab

In an open space, scatter a variety of objects and/or flashcards after reviewing vocabulary (related to Roman gladiators) by asking students what each object is. When you say 'Go!' students run to collect as many objects as they can before you say 'Stop!' Then ask them what they have got. If they can use *have got* correctly and name the object, then they can keep the object. If not, they have to return it to the floor. Whoever has the most objects by the end wins the game.

Pictionary

Play Pictionary using key vocabulary from the workshop (related to Roman gladiators). Divide class into two-three teams and make a space on the board for each team. Then call up one student at a time from each team. Call out a word; students race to draw the word. Award points to the fastest student with the correct answer and the best artist.

Further Resources

- <http://cloud.acle.it/teacher-cloud/>
- ACLE Teachers' Community (Facebook)