

Teacher's Notes

Creatures of the night

Type of activity: reading, role play; individual, group work

Focus: developing reading and speaking skills

Level: intermediate

Time: 45 minutes

Preparation:

- make one copy of the Student's Worksheet per student
- copy and cut up one set of Role Cards per group of 4 students

Procedure:

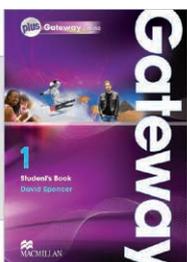
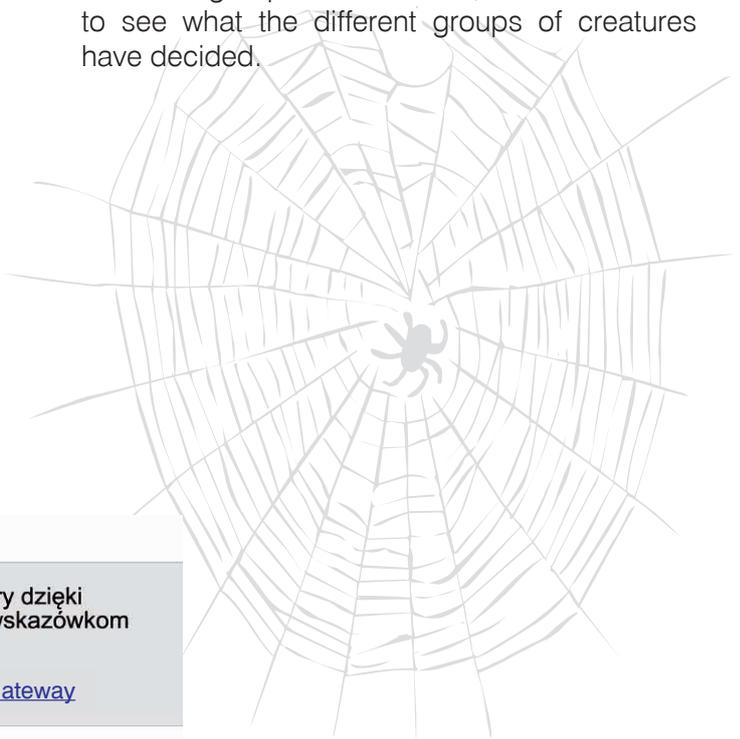
1. Write the expression "creatures of the night" on the board and ask the students to give you examples of these. Accept all answers, but gradually direct them towards mythological creatures. Try to elicit as many dark and Halloween-related creatures as possible from the students (ghosts, skeletons, mummies, vampires, monsters, demons, goblins, werewolves, etc.).
2. Give out the Student's Worksheets. The students do Task 1 individually, completing the texts with the names of the creatures.

Key

1. *vampires*
 2. *imps*
 3. *witches*
 4. *werewolves*
3. Check with the whole group and spend a moment eliciting and explaining some of the vocabulary in the texts (e.g. undead, mischievous, to play a trick on somebody, a broom, cruel, to be misunderstood).
 4. Ask the students to focus on Task 2 without looking back at the texts in Task 1. The students do the task individually, trying to link all the pieces of information connected to each of the creatures. When they have finished, let them compare their answers with a partner and then look back at Task 1 together to check if they were correct. Check with the whole group.

werewolves	the Balkans → Bram Stoker → medical problems
vampires	Viking Age → making potions → pop culture
imps	Europe, 14th–15th c. → playing tricks → a broom
witches	Germanic folklore → the Moon → architecture

5. Ask the students to work in pairs. They should only look at Task 2, without referring back to the texts in Task 1. Their job is to take turns to talk about each of the creatures, using the information in the table and trying to remember and re-tell as much as they can. Monitor and help as necessary, then hold a feedback session.
6. Put the students into groups of four (a group of three will also work if necessary). Tell the students that they are now going to role play a scene where the four creatures are planning their Halloween evening. Give out one role card to each student and give them time to read the information on their cards and ask questions about problematic vocabulary. Make sure that the students understand that they have to play the roles and follow the information on their cards but also try to reach a consensus as to how they are going to spend the evening. Monitor and help as necessary.
7. When the groups have finished, collect feedback to see what the different groups of creatures have decided.



Rzetelne przygotowanie do matury dzięki modelowym tekstom, strategiom i wskazówkom egzaminacyjnym.

Szczegóły na www.macmillan.pl/gateway