

COMMUNICATION ACTIVITY: THE ART OF REACHING A CONSENSUS (Covid-Safe)

Aim: to practise reaching a consensus by putting forward and supporting arguments, to boost communicative skills, to boost attentive listening skills

Activity type: to discuss the questions presented in the worksheet and reach a consensus in a given time

Classroom dynamics: pair work

Time taken: about 20 minutes

Preparation: prepare a copy of the worksheet for Partner A and Partner B and one copy of the useful phrases for each pair

Procedure:

- Organise students into pairs and give each student either the Partner A topic cards or Partner B topic cards. And give each pair a copy of the worksheet with the useful phrases.
- Ask students to put topic cards face down and the worksheet with the useful language face up. They are going to uncover the cards one by one.
- Explain that they are going to have 2 minutes for each topic, first Partner A uncovers his/her topic card and reads the question and they start sharing their opinions. The aim is to reach a consensus about the topic given.
- After two minutes pairs compare their answers and each pair gives one reason to support their decision.
- Then Partner B uncovers the next topic card and again they try to reach a consensus. They have 2 minutes for that. After two minutes they compare their answers and support their decision. And they do the same with the next 4 questions.
- As an EXIT TICKET, they can reflect on their communicative involvement in the activity by finishing the following sentences which you write on the board - they do it either in the same pair or they change the pair: *The best moment of our talking time was ..., Next time during pair work I will concentrate more on ...*

Partner A worksheet:

Virtual Reality should be used to enhance student learning and engagement. Yes or no? Give reasons.	Virtual Reality is about isolation, especially when it involves shutting yourself off from the world around you by wearing a headset. Yes or no? Give reasons.	Depending on what images you are seeing, VR can bring in waves of emotions leading to anxiety and fear so that is the reason I will never wear a VR headset. Yes or no? Give reasons.
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Partner B worksheet:

Virtual Reality refers to 'a simulated experience that can be similar or completely different from the real world', which is why I think it should be used in language learning. Yes or no? Give reasons.	Virtual reality can help make people more compassionate compared to other media. Yes or no? Give reasons.	Virtual Reality tourism can be more attractive than a real-life experience. Yes or no? Give reasons.
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Useful phrases worksheet:

Let me start with ...	I can see your point of view, but ...	I am of a different opinion.
Some people say that ... , others believe that ...	We have agreed on ...	Taking everything into consideration, ...
An argument in favour of ... / against	That's just my opinion.	Well, it depends.
You've got a good point there.	Well, I have my doubts about ...	Could I ask about ...?