

English through Stories (for EFL Learners)

Intro

Humans love to listen to stories. Think about the stories you learned when you were young, you probably still remember them after many many years. This is why learning English through stories is so effective, we love to listen to them and we remember what we hear!



Learning activities based on stories help students improve vocabulary and understand grammar in context without the confusing rules. Feeling the language, what happens when you learn through stories, is how we develop fluent, creative language users.

5 x 1-hour sessions via Zoom

Age: 6+

Minimum class size: 3

Maximum class size: 8

Cost: 60GBP

What is it?

This course is designed to help English learners create their own English-speaking world while listening, watching, discussing and having fun through wondrous places and unforgettable characters.

Goals

Students complete the course with an increased motivation to continue their learning journey. They will be able to describe character qualities, use adjectives and adverbs to visually describe scenes as well as a greatly improved listening ability.

Class 1 Ice breaker, use of voice, adjectives

**Class 2 Good guy. Bad guy, character traits, missing word storytelling.
Create a character**

**Class 3 Story Structure, who, what, why. Review past stories and create
your own**

**Class 4 Sequencing, connectors, telling your story, applying voice
techniques and connecting ideas and events**

**Class 5 Story creation and presentation, final expressive review activity,
Storycubes for creativity and on-the-spot storytelling.**

Class 1

Goals:

- *Get students comfortable expressing themselves both orally and physically*
- *Adjectives, people and place *setting is attractive to kids**
- *Language: He/She/It is adjective*

Student Output:

- Students can describe photos using adjectives and TPR
- Students describe character and place traits
- Student help to tell the target story using target language

Class 2

Goals:

- Students describe character traits and description
- Students relate to actions that make a character good/bad
- Students create their own character

Student Output:

- Students can say who is the good/bad guy
- Follow and show active listening skills in the Wake Up Game.
1. Walk 2. Stop 3. Whisper 4.Shout. 5. Look angry 6. Look excited
- Students listen for particular language and respond appropriately
- Students fill in the blank to start telling stories
- Students create their own character (detailed drawing/puppet for homework)
- Language: Once upon a time, there was anamed..... He wasand

Class 3

Goals:

- Understand story plot/structure. Who, what, why not, solution
- Ss describe the plot using three sentences with who. What. Why not
- Review previous stories and new story, review adjectives and voice
- Students predict what will happen in the story. At the beginning, after half

Student Output:

- Students can order pictures of story 1
- Students can order pictures from story 2
- Students show imagination by guessing what will happen (accuracy is not the goal)

Class 4

Goals:

- *Sequencing parts of the story. Ordering events.*
- *Using connectors to link ideas. (After that, then when, while)*
- *Students develop their own story structure and practice telling the story*

Student Output:

- *Ss tell Story 1 using pictures*
- *Ss tell story 2 using pictures*
- *Ss create their own story using who, what, why*

Class 5

Goals:

- *Students tell their story*
- *Say what they like about others' stories/give feedback*
- *Students can put together all their learning to create stories on-the-spot using online storycubes.*

Student Output:

- *Ss tell their stories*
- *Ss can give feedback to others. (I really liked when...)*
- *Character and place descriptions, voice to show meaning, character development, connectors and structure all used to create stories together*