



COUNTRIES AND PEOPLES - A2

I. About this lesson

Topic: COUNTRIES AND PEOPLES

Lesson title: Practising wh-questions

Subject: English as a Foreign Language (EFL)

Level: A2

Timing: 50 minutes

Resources: digital comic tools

Learning objectives:

By the end of this lesson, the students will be able to:

- practise wh-questions and use them in their own productions;
- assimilate cultural facts about different peoples and countries.

Materials needed: printed map, desktops for each team to display the comic strips (or print comic strips when digital screens are not available), blackboard, push pins



II. Lesson scenario

1. Instructions for the teacher

Travelling around the world is a great opportunity for students to discover cultural aspects and develop their English competences at the same time. For this lesson the teacher should prepare in advance a collection of simple comic strips to be used for A2 level for different parts of the world. In this case, the comic strip provided as an example is for Japan. Further on, the collection of comic strips created for the topic COUNTRIES AND PEOPLES can be used for different class activities to enhance language learning.

Introduction (5 minutes)

The teacher starts a regular chat to the class, asking simple questions in order to introduce the topic of the lesson.

Example: Who likes visiting new places? What is your favourite country? Why do you like it?

The students pay attention to the question words and the tenses used by the teacher in each question and they answer accordingly.

They were taught in the previous lesson the question words which are also known as wh-questions because they contain the letters W and H, except for HOW.

HINT: For A2 CEFR level, these are the question words asking for information, as they are derived from www.englishprofile.org, a very useful platform containing important information about vocabulary and grammar that learners need at each level.



Reinforcement of previous knowledge (10 minutes)

The table in the worksheet can be used to reinforce wh-questions and prepare the students for the class activity. Students recognise the construction of the questions and give examples of their own for each question word.

Practising with wh-questions (10 minutes)

The students are told to form groups and write seven sentences for each wh-word.

Possible answers:

- **What** is the name of the country?
- **Which** monument in India is very famous?
- **What** birds are they holding on their arms?
- **When** did you visit this country?
- **Where** is this long wall?
- **Why** are the girls wearing these long costumes?
- **How** difficult is to wear such clothes?

Travel game with comic strips (20 minutes)

Step 1

- a. The teacher announces the title of the game "Let's travel around the globe without a suitcase" and explains the rules.
- b. The students pay attention to the instructions and ask questions if the rules of the game are not totally understood. The groups are formed and ... they are ready for the activity!



GAME RULES

LET'S TRAVEL AROUND THE GLOBE WITHOUT A SUITCASE!

The teacher prints the world map, marking the Asian countries he or she had already prepared the comic strips for. The teacher will have designed comic strips for different Asian countries, for example China, India, Indonesia, Mongolia, Singapore, Thailand, etc. depending on the number of the groups.

One student in each team will be the tourist who pins the country he or she wishes to visit, while the group members will have to read the wh-questions and fill in the gaps with the missing words in order to win points for the team. After the tourists pin the countries, they are given the comic strips which they need to solve in 5 minutes. Timing may vary, of course! To keep counting simple, each word correctly found and written values one point.

Each team will start the game at the same time. The groups switch places so that each team goes through all the Asian countries marked on the map. At the end of the game, their answers are evaluated and the winning team must collect the highest number of points.

To add more realism, the teacher may tell each group of students to make passports or ID cards, where they draw the flag of the country pinned on the map.





Step 2

- c. The teacher offers each group the comic strip related to the country they chose and are told to fill in the blanks with suitable wh-questions. The students are reminded to provide correct questions in order to win points. The cultural hints used for the creation of the digital comic strip help the students learn about different ways of life and be more culturally aware.
- d. The group which landed on Japan's map receives the comic strip and start completing the bullets with the necessary words so as to make meaning. They do the same task with India and the other countries on the map.
- e. The students pay attention to the teacher's explanations regarding the **cultural hints** they find inside the comic strip, a wonderful tool to enrich their cultural and geographical knowledge.

HINT: The Japanese woman in the first comic strip is wearing the traditional Japanese costume, called kimono. There are different kimono for men, women and children. The woman in the second strip is wearing a saree or sari, the traditional costume in India. Furthermore, the teacher may display representative images from the countries they visit during the game.

Assessing and evaluating the students' activity (5 minutes)

At the end of the game, the groups will have visited all the countries marked on the map. In our case, an assessment grid was realised in order to help the teacher assess the students' activity based on the two countries visited by the students. The teacher monitors and observes their overall participation in the lesson, either individually and in groups.



ASSESSMENT GRID: JAPAN		
What Japanese food do you know?	1 point	Sushi
What are the colours of Japan's flag?	1 point	Red and white
What is the tallest mountain in Japan?	1 point	Fuji
ASSESSMENT GRID: INDIA		
Which monument in India is very famous?	1 point	Taj mahal
Why are cows protected in India?	1 point	Sacred
When is the Elephant Festival?	1 point	March

2. Worksheet for the students

Practising with wh-questions (10 minutes)

Use the wh-words to make questions. Base your questions on the pictures below.

Start travelling!



A



B



C



D





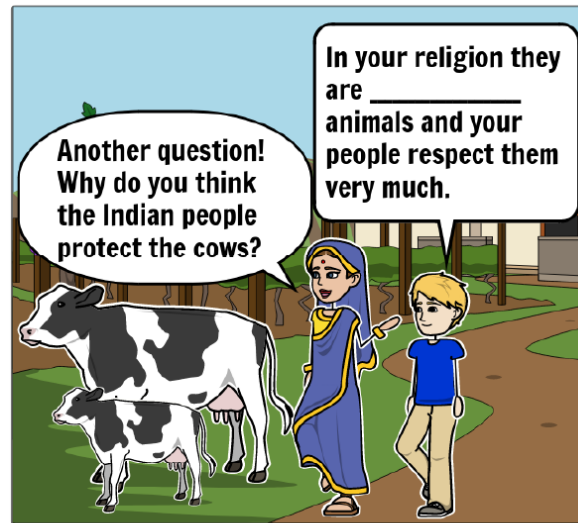
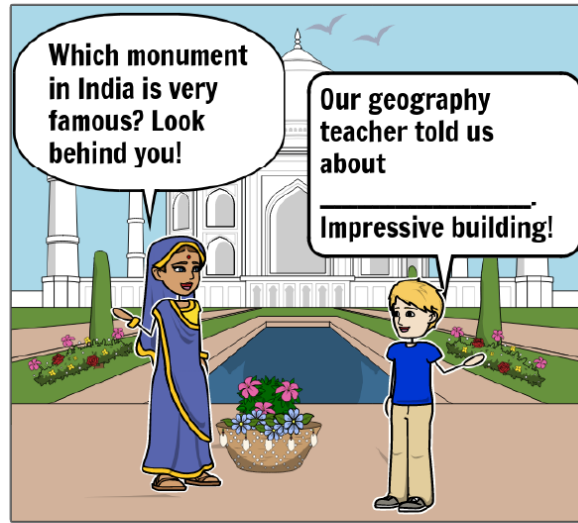
WH QUESTIONS		
Question	Reference	Example
WHO	person	Who is your favourite actor?
WHICH	things	Which towns are we visiting tomorrow?
WHAT	things	What colour is this flag?
WHEN	time	When was your birthday?
WHERE	place	Where did you find the dog?
WHY	reason	Why are people wearing these clothes?
HOW	manner	How was the film?

Travel game with comic strips (20 minutes)

JAPAN comic strip



INDIA comic strip





III. Modification and differentiation ideas

For students who find the fill in activity too easy, they may write another set of questions and answers for the same country, based on their general knowledge. They can also indulge in creating their own comic strips and give their classmates questions for which they need to provide the correct answer.

Example:

Q: Which _____ comes from the Japanese words meaning 'empty hand'?

A: Which martial art comes from the Japanese words meaning 'empty hand'?

IV. References

Digital comics tools: www.storyboardthat.com and www.canva.com

Learning material: English Profile at www.englishprofile.org