PART 2

You should spend about 15 minutes in this part.

Read the text below and correct the underlined errors. For each question, write the correct word in the space provided on your answer sheet.

Role-Play

Any speaking exercise in which you either place yourself in another person's shoes or remain in your own shoes but imagine yourself in a different scenario is **(0)** knew as role-playing!

It is generally acknowledged that learning **(9)** occur when tasks are interesting and remembered. Jeremy Harmer supports role-playing for a few reasons. Firstly, it's **(10)** inspired and enjoyable. Rather than having the same boring classroom routine, the students can act out real life situations and get **(11)** to character. It's all up to the children, and it's a great way to get them excited about taking risks and being creative in their roles. The quieter students would also gain benefits as they could express themselves more honestly.

In a role-play, the classroom is expanded to encompass the outside world. Hence, it provides a far greater variety of linguistic opportunities. Apart from these benefits, students **(12)** which plan to visit an English-speaking nation in the future are provided with an **(13)** opportunities to practise their English in a secure setting. Students can benefit from the practice and real-world scenarios can be produced. Errors can occur with little to no severe repercussion.

Elementary school kids can **(14)** participated in role-playing if they have been well-prepared. Try to consider the language that the pupils will require and confirm that it has been provided. The text on the board may provide the additional assistance that certain students need. I recently conducted a role-play of a "lost property office" with adults in elementary school, and we had **(15)** previous taken the time to drill the necessary structures for the pupils to use. The kids felt "armed" with the right words when the role-play started. As pupils reach higher levels, they won't require as much assistance with language, **(16)** so it will take them some time to "get into" the role.

(Adapted from: https://www.teachingenglish.org.uk/professional-development/teachers/planning-lessons-and-courses/articles/role-play)

Example:

0	known

9		**10**		**11**		**12**	
13		**14**		**15**		**16**	

[8 *marks*]

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LIVEWORKSHEETS