

## Task overview



This material was designed by the  
www.iTILT.eu iTILT project.

<b>Learning objective:</b>	This flipchart is a collection of possible tasks used to teach speaking. The tasks aim to prepare the students for authentic conversations in different work fields as well as to refresh forms of politeness. First of all, they provide an overview of different jobs where English is needed. Then, they provide a repertoire of phrases and vocabulary that may be needed in three selected jobs. The post-task aims to deepen the given information through a creative context and helps to promote the learners' engagement with others.
<b>Subjects:</b>	English
<b>Level/Age/CEF:</b>	Secondary education - vocational training / age 14-17 / A2 - B1
<b>Task sequences/activities</b>	<u>Pre-task:</u> Brainstorming / description of pictures: Identifying jobs where English is needed
	<u>While-task:</u> Listening comprehension: Listening to the recorded conversations Listening for gist: Identifying locations and jobs Listening for detail: Identifying useful phrases Dragging & dropping the useful phrases to the correct jobs
	<u>Post-task:</u> Creating speaking environment Pair work: Acting out conversations Discussion about the quality of the dialogues



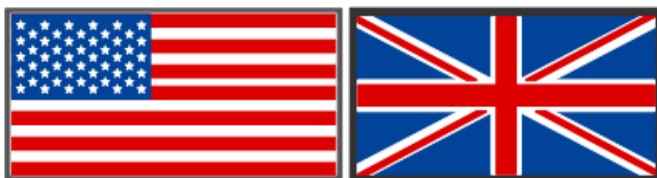
activity

aim

design

potential

bank clerk



In which jobs do you need English?

shop assistant

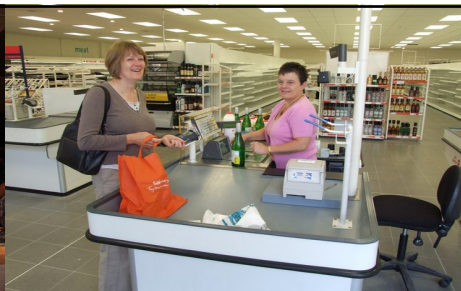


activity

aim

design

potential







tourist guide



manager



activity	aim	design	potential			
						
				1	2	3
<b>TASK:</b>				1) <b>Where</b> does the conversation take place?		
				2) <b>What job</b> does the person have?		
						

activity

aim

design

potential

Which phrases are useful in which job?  
Drag and drop the phrases to the correct picture.



That's € 17,99, please.

Thanks for your order.

What can I do for you?

May I take your order?

Please, enter your PIN here.

I'm sorry, it has got 5 min delay.

Enjoy your trip!

Do you want to pay cash  
or by credit card?

How can I help you?

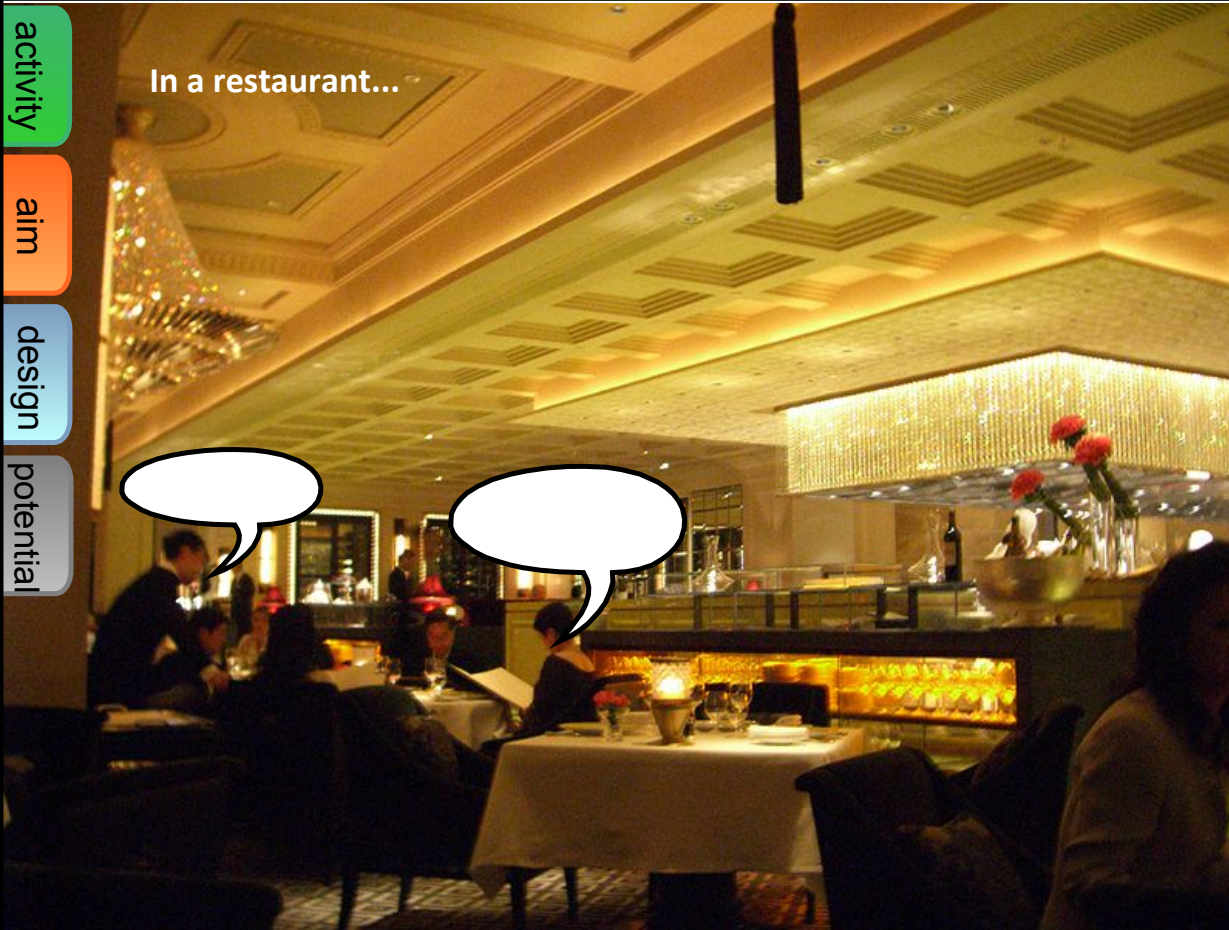
What would you like to  
drink / eat?

Have a good day!

That would be the train at 5.35  
on track 7.

Good choice.






In a restaurant...

activity

aim

design

potential



The image shows a photograph of a restaurant interior. The scene is dimly lit with warm, golden light. In the foreground, there are tables with white tablecloths, set with glasses and plates. A person is seated at one of the tables. In the background, there are more tables, a bar area with a glowing display, and a large chandelier hanging from the ceiling. Two white speech bubbles are overlaid on the image, one near a person in the background and another near a person in the foreground. On the left side of the image, there is a vertical red bar with four colored tabs: green (activity), orange (aim), blue (design), and grey (potential). The text 'In a restaurant...' is written in the upper left area of the image. At the bottom left, there is a logo for iTILT (Interactive Technologies in Language Teaching) with the website address www.itilt.eu.

In a restaurant...

Role-play

activity

aim

design

potential

Task for the audience

The image shows a restaurant interior with tables, chairs, and a bar area. There are several people seated at tables, and a bar counter is visible in the background. The scene is dimly lit with warm tones. There are several people seated at tables, and a bar counter is visible in the background. The image is overlaid with various interactive elements for a teaching activity. A red vertical bar is on the left side. A green button labeled 'activity' is at the top left. An orange button labeled 'aim' is below it. A blue button labeled 'design' is below that. A grey button labeled 'potential' is at the bottom left. A purple button labeled 'Role-play' is at the top center. A purple button labeled 'Task for the audience' is on the right side. Two white speech bubbles are in the center. The text 'In a restaurant...' is in the top left. The ITILT logo is at the bottom left.

















This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



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## Attachments

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conversation3.mp3

conversation1.mp3

conversation2.mp3