

THE MYSTERIOUS VOICE

A negotiation teaching tool created by
Aida Boutros
aidaboutros30@gmail.com

Description

Students will guess and describe the speaker by hearing some lines about the figure or by reading a quote that the figure has stated. In order to make the game interactive, students will have several quotations from different characters.

Learning Objectives

The students will be able to:

1. Distinguish between different perspectives.
2. Compare and contrast
3. Make connection between the discourse pattern and the character's personality.
4. Use new lexical items.

Lead-in / Preparation

- Students can watch a movie and then to have a worksheet with quotations.
- Students can have several characters' quotations from their literature stories
- Students may hear a political debate without seeing the characters then they will rely on their previous knowledge to make a connection between the voice and the character.

Estimated Class-Time Required

It may take between 20-30 minutes



Description of Activities

The students should be divided into groups with different quotations.

The teacher can choose whether she/he wants to present a video or presents story or stories that the students have learned.

For example, if I choose the “Treasure of Lemon Brown,” which is a literary piece, I would teach the story and then through presenting the quotations students have to find who is the speaker and why they think so?

<http://www1.amalnet.k12.il/berseva/profession/English/litratue%203%20points/The%20Treasure%20of%20Lemon%20Brown/The%20Treasure%20of%20Lemon%20Brown%20-%20handouts.pdf>

Key Vocabulary / Phrases

Words from the story “The Treasure of Lemon Brown”:

English	Hebrew
abandon	לנטוש
depend on	תלוי ב
echo	הד
bodega	מכולת
squinting	לפזול, להציץ
treasure wrapped in rags	אוצר העטוף בסמרטוטים
impromptu	באופן ספונטני

Assessment

1. Students will use some new words to describe the character.
2. Students will distinguish between two or more figures from the story.
3. Students will be able to make connection between the characters and the quotes that belong to them.



Reflection

Students can make a role play or a guessing game in front of their classmates.

For example: students can choose a figure from the story and to act it by rephrasing its quote in order to make the other students make a connection between the quote and the correct character/ speaker from the story.



This activity was created by Aida Boutros with PATHWAYS and is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.

www.pathwaysnegotiation.org