

araq

StartUp 7

Listening

Unit3 – Lesson2

Page33


Have your Ss look at the picture. Convey the meaning and try to elicit the word. Then practice the pronunciation chorally and individually.

Teach the form of the word. Then ask some concept checking questions.



DEVOTEES


Have your Ss look at the picture. Convey the meaning and try to elicit the word. Then practice the pronunciation chorally and individually.


Teach the form of the word. Then ask some concept checking questions.
APPROACH

Familiarize the students with the listening part. Play the audio once to do the task.



02-12

WHAT IS THE MAIN IDEA OF THE PODCAST?

LISTENING SKILL **Listen for definitions signaled by pauses**

Speakers sometimes define the terms they use. One way they do this is by giving a definition just after they use the term, pausing between the term and its definition. When you hear a specialized term, listen for the definition.

Rowling's characters play term *Quidditch, [pause]* definition *a game that involves flying on broomsticks.*

B ▶03-12 **Read the Listening Skill. Listen again. Complete the definition for each term.**

1. High Valyrian = one of the _____ spoken in his books
2. Hogwarts = the _____ of magic

Play the audio and have your Ss do the task. Check the answers in class.

C 03-12 Listen again. Take notes about the world that each writer created.

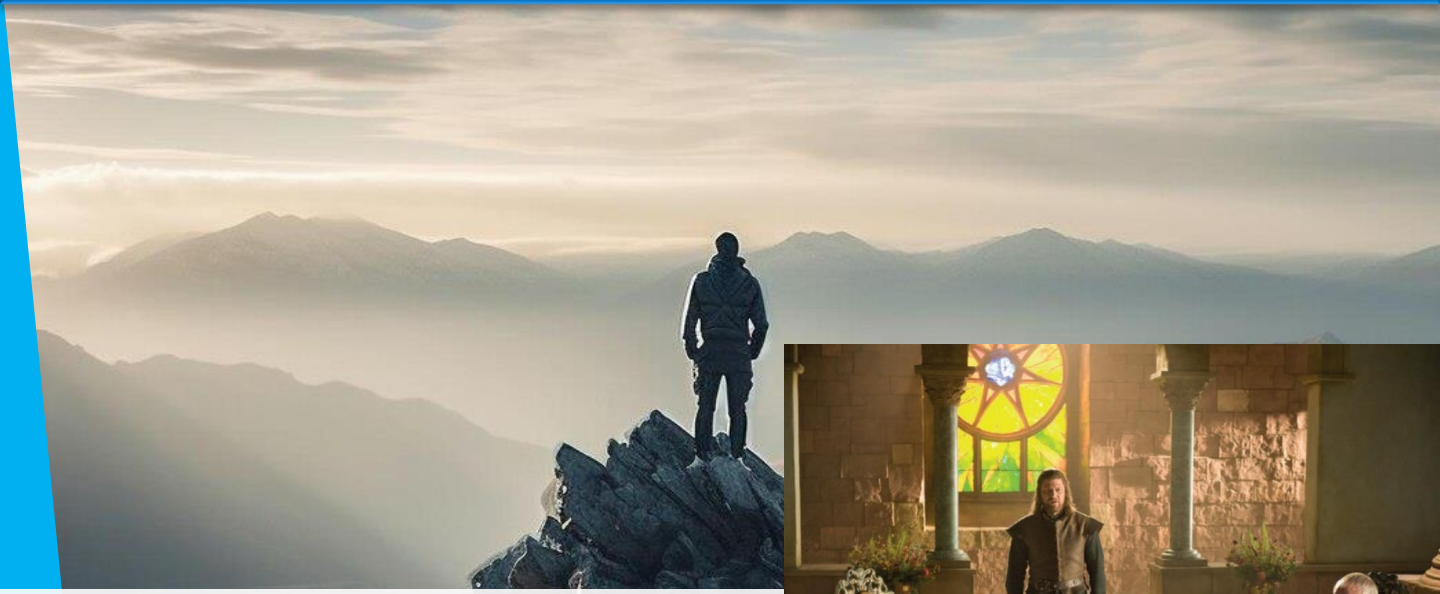


Have the students answer the question in class.



D PAIRS REACT Do you like movies or books about fantasy worlds? What do you like about them? What don't you like?

Give a couple of minutes to your Ss to think about the topic they intend to share. Provide adequate samples.



A THINK If you were going to create a fantasy world, what elements would you like it to have? Write a short description for each element in the chart.

The place	The character	An aspect of the culture

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Have your Ss share what they have prepared in their breakout rooms. Monitor the groups and prepare your FEEDBACK.

B GROUPS Share your charts. Choose one of the worlds and add more details to it.



Hey, thanks for turning in to The Fantasy Pod. I'm your host Jon Jeffries and today I'm going to talk about one of my favorite subjects: world-building. By definition, fantasy takes place in a fictional world. A skillful worldbuilder makes people want to be a part of that world. Devoted fans of The Lord of the Rings learn to speak Elvish; Game of Thrones devotees argue about who belongs on the Iron Throne; Harry Potter lovers divide themselves into houses. Building these worlds takes time. Tolkien spent 12 years on The Lord of the Rings, George RR Martin started A Song of Ice and Fire in 1991, and he's still working on it. JK Rowling spent 17 years on the seven original Harry Potter books, and she keeps adding to that world, too. But each of these writers had a different approach to the craft. Many people consider Tolkien to be the all-time master world-builder. He mapped out the geography and invented the cultures and creatures of the Middle Earth world before he started writing the story. He even developed a complete language for the elves. A lot of the material he created didn't even make it into the books. Still, you can't deny that all the planning paid off—his world is very complete.

Martin takes a different approach to world-building, creating the places and the cultures as he writes the story. Once a fan asked him for a dictionary of High Valyrian, one of the languages spoken in his books. He wrote back explaining that he'd only invented seven words of that language. Yet other aspects of his world are very well-developed. For example, he's written an accompanying book describing the history of the seven kingdoms.

Some people criticize Rowling's world-building. She didn't create a detailed backstory like Tolkien and Martin. Instead, she focused on plot and character and built bits of the world as she needed them in her story. Her books were written for children, so to me it doesn't seem that important that parts of the Harry Potter world go unexplained. Other aspects of her world—from the invented game Quidditch to Hogwarts, the school of magic—are so vivid that they have captured the imaginations of millions of fans. Those are just three of many great fantasy worldbuilders. Next week, we'll talk about some slightly less-famous ones. Sound off in the comments and let me know who you'd like me to talk about next.

READ THE SCRIPT AND UNDERLINE ANY NEW WORDS YOU DO NOT KNOW.

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AS HOMEWORK USE A DICTIONARY TO LOOK UP THE WORDS AND LEARN THEM.

Homework

Provide the Ss with the audio link of the Listening. Highlight the page number of the script. Familiarize them with the concept of shadowing if necessary. Assign them to perform shadowing to the conversation.



Listen to the Listening using the link.

Perform shadowing by practicing the rhythm, intonation, and pace of the speakers.