FUNOLOGY

A compilation of tried and tested Reading Aloud strategies and games, with grateful thanks to all contributors.

1) Interactive Reading

Full stop	clap
Comma	Woof
Semi colon	Pop goes the weasel
Colon	Nee naw (ambulance noise)
Speech marks	Yoo-hoo
Exclamation mark	Mexican wave
Question mark	Donkey noise

Example text : The Mysterious Lady

Nobody knew anything about this young woman's life except that on Mondays she left her office at 2pm. She took her car, parked it in the city centre and strolled up and down the streets with her hands in her pockets and a cigarette in her mouth. She always bought an ice-cream at 4pm, went to the nearest school and gave it to the first child that rushed out of school when the bell rang. She sometimes talked to herself out loud but no passer-by paid attention to her. One day she didn't go to work and she was found dead in her flat with a knife in her back and a handkerchief in her mouth! There was blood on the piece of furniture near the body and the victim's watch had stopped at 3pm. Who was this woman? Did anybody really know?

2) "N'oubliez pas les paroles" - Don't forget the lyrics.

Pour travailler sur un texte bien connu des élèves : on a besoin du texte écrit et d'un enregistrement du texte. Les élèves écoutent l'enregistrement et suivent sur leur texte. L'enseignant coupe le son mais la bande continue. Au bout de quelques temps, l'enseignant dit STOP et les élèves doivent deviner où nous en sommes dans le texte. L'enseignant remet la bande en route avec le son et on écoute attentivement pour savoir si on avait raison ou non.

3) Back-reading

On travaille le texte phrase par phrase en construisant la phrase à l'envers. Les élèves travaillent par ilot pour préparer une phrase ou groupe de phrases. Ensuite on reconstitue le texte en faisant une lecture collective. Cela permet d'anticiper les difficultés et de les préparer. Les élèves peuvent annoter leur texte pour les aider.

Exemple : on peut travailler les liaisons pour éviter les H sauvages.

4) ROBOT Reading

On propose un texte au tableau et les élèves doivent lire le texte avec une voix robotique et doivent parler parfaitement ensemble. L'enseignant peut poser les questions ou alors demander à un élève de jouer l'enseignant. Première erreur et on recommence tout. A utiliser avec des phrases relativement simple mais cela permet de revoir des bases.

Good morning class

Good morning teacher

How are you today

Fine thanks and you?

Not too bad, thanks. What's the date today?

Today is Monday, 01 May 2017

What's the weather like today?

It's raining, again.

Who's your favourite teacher?

It's Madame Léger ha ha ha.

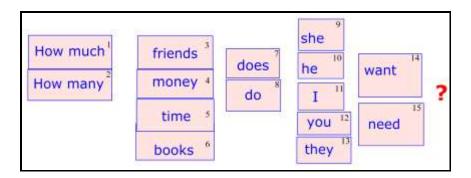
Extension activity to ROBOT Reading

Reading and walking **like a robot** (pausing between syllables) vs reading and walking **like a ballerina** (blending syllables and steps smoothly).

- 5) **Random Speaking** Children read a word each at random (not in order round class), try to get as far through the text as possible and if 2 people read a word at same time you go back to beginning. Whole class, teams, boys vs girls etc.
- 6) **1,2,3 game**. 1 text on board. Students play in pairs. They can only say 1, 2 or 3 words at a time. The aim is to not say the last word or you lose!

VARIATION: words with liaisons cannot be separated in this game.

- 7) **Ring the bell!** The pupils swap readers each time they hear the 4! Also you could add acting words such "shy", "aggressive", "bossy". The pupils have to read their text using different tones of voice according to the word on the board.
- 8) **Trapdoor** one pupil reads a sentence and the others have to give its code word / One pupil give the code word and the others have to read the sentence.



9) **BEEP**: We read aloud as a class, but replacing every word ending in an e with a beep, or every verb, or every irregular verb, or whatever the teacher chooses.

10) Ping Pong

- a. Speed ping pong: two children stand up and ping pong the text aloud with a partner as fast as possible. Sit down when finished.
- b. Teacher ping pong: Ping pong between teacher and the class. It makes it really easy to pick up on incorrect pronunciation without singling out an individual: everyone can hear if someone says the s at the end of a word; we pause and I get them to look closely at the word and the spelling; we all do the word again.

11) CLUEDO

Player one chooses a text making the choices he/she wishes. Player two has to read the story aloud trying to guess which choices player one has made. At the end, player one tells player two how many of his proposals are right. They keep going until the complete text has been found by player two.

Example text : The Mysterious Lady

Nobody knew anything about this young woman's/ girl's / grandmother's life except that on Mondays/Tuesdays/Wednesdays she left her office at 2pm/3pm/4pm. She took her car, parked it in the city centre/car park/handicapped parking space and strolled up and down the streets with her hands in her pockets and a cigarette/sweet/piece of chewing gum in her mouth.