

Quiz Questions:

John Hudson - Improvisation Games in the English as a Foreign Language Classroom

1. Basic concepts (00:00:24)

1.1 Define the term 'improvisation'.

1.2 Improvisation is something you a) learn by heart or b) just do.

1.3 List three examples of improvisation in everyday life.

2. Improvisation Example: Active Word at a Time Story (00:01:44)

2.1 Explain the game.

2.2 Name at least three advantages of implementing this game in the EFL classroom.

2.3 What disadvantages can you think of, if any?

3. Improvisation Example: Puppets (00:05:31)

3.1 Explain the game.

3.2 Name at least three advantages of implementing this game in the EFL classroom.

3.3 What disadvantages can you think of when implementing this game in the EFL classroom?

4. Could you imagine implementing these explorative forms of communicative interaction in your future EFL classroom? Give reasons.