

ROLEPLAYS

Health & Body- Beginner (KS-1/2) - Intermediate (KS 1/2/3/4)

Learning outcomes: To be able to dramatise situations, to be able to use persuasive and descriptive language

Game 1 instructions - STRANGE ILLNESS:



- Ask pupils to play in pairs: one pupil plays the child, the other pupils plays the parent.
- Ask pupils to create a dialogue where “child” has to convince “parent” that s/he is ill in order to not go to school.
- Ask pupils to describe symptoms, their complaints etc.
- “Parent” has to act suspicious, has to come up with arguments why “child” has to go to school nevertheless.

Game 2 instructions - ALIBI:



- Roleplay can be played in pairs or in small groups.
- Come up with a brief outline for a story where something happened.
- Example: During PE a pupil got injured playing basketball. The head teacher is investigating who is responsible for the incident.
- Some pupils get the role of the head teacher, other pupils get to play themselves
- Ask pupils to come up with an alibi why they are innocent.
- Ask pupils to create an investigative roleplay.

Tip!

Game 2 is perfect for revising past tenses!



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