



Access English Centre
Immigrant Centre Manitoba
High Beginner Level: Warm-up Activity



Wise One
15 minutes

Objective/Goal:

This warm-up activity requires participants to think, share, and guess correctly who the selected peer is.

Materials:

Participants need:

- paper and pens/pencils

Facilitator needs:

- whiteboard
- whiteboard markers

Procedure:

Before you begin:

1. On the whiteboard: **write** "Wise One".
2. **Introduce** the warm-up activity by informing the participants that they will be **playing** a listening activity called "Wise One". The object is to **guess** correctly the "described-selected" peer.
3. **Explain** the activity.
4. One participant will **think** of his/her peer. **Write** his/her peer's name on a piece of paper and hand-over to the facilitator. He/she is the "Wise One". The "Wise One" stands in front of the whole group (whole class).
5. The participants **will ask** one question each (for a total of "14" questions or one question per participant) that require a "Yes/No" response in order to guess the right peer.
Ex. **Jan:** Is the person a male?
Lidia: No.
Yi: Is the person female?
Lidia: Yes.
Hailemariam: Is the person from Eritrea?
Lidia: Yes
Abdoul: Is the person married?
Lidia: Yes.
Guylain: Does the person have children?



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Lidia: Yes.
Nat: Does the person have dark hair?
Lidia: Yes.
Samuel: Does the person like to sing?
Lidia: Yes.
Wen: Is the person over 30 years old?
Lidia: Yes.
Rajab: Does the person wear glasses?
Lidia: No
Dmitri: Is the person tall?
Lidia: No.
Dominique: Is she short/petite?
Lidia: Yes.
Najma: Does she have long hair?
Lidia: No.
Ahmed: Does she have a pink manicure?
Lidia: No.
Sara: Is she wearing a blue sweater?
Lidia: No.
Lena: Is the person-Shira?
Lidia: Yes!

Lena is the "Wise One" and chooses the next peer. A new game begins.

1. **Pair** the participants:

Option #1: **Instruct** the participants to find a partner.

Option #2: **Number** the students. **Count** and **alternate**. Ex. Mario is #1, Ahmed is #2, Dawit is #1, Charles is #2, Rahma is #1, Ned is #2, etc. All the # 1's, find your partner who is #2.

Ex. Pair #1-Mario (#1) is paired with Ahmed (#2),
Pair #2- Dawit (#1) is paired with Charles (#2),
Pair#3- Rahma (#1) is paired with Ned (#2), etc.

Option #3- **Partner** the participants by instructing them to get into two's -male and female.

Option #4- **Give** each participant a partner.

2. **Explain** the activity to the whole group.

3. **Demonstrate**.



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Optional: You can **write** their responses on the whiteboard.

4. **Hand-out** a picture card to each pair.
5. **Instruct** the learners to take some time to **look/view** through the pictures.
6. **Think and decide** what the missing object/item in each picture is. The picture on the left is the original picture. The picture on the right is the same picture but with some minor changes.
7. Within each pair, the participants **help** each other "**figure out**" the differences of the pictures.
8. Afterwards, each pair will **choose** one person to **share** their findings with the whole group.

Extension Activities:

- *Extension Activities are alternative or extra activities that can be done to supplement the main activity when there is extra time. They can also be done in the next class as a review of previous vocabulary or conversation.*

A. This warm-up activity can also be a cool-down activity.

B. To make the game more challenging. Choose people working at specific jobs. Ex. "firefighter"

Ex. Yan: Is this job only for males?

Rita: No.

Kat: Does this person need to wear a uniform?

Rita: Yes.

Mary: Is it a dangerous job?

Rita: Yes.

etc....