

Language**Perfect**

Ways to use Education Perfect in the classroom:

P Learning Stations

Do you have limited access to devices in your classroom? Consider setting up an EP Learning Station! Have work assigned on EP for students to do as one station in a learning stations rotation. They can work together to determine answers to questions. If you set the EP task with the time parameters for that lesson, plus a week's late submission, you will know how much they got done in class. The rest is then homework, or carryover to the next lesson.



💡 Around the EP World

Break the students into groups. Each group takes it in turns to stand and answer a question from EP that has been projected onto the board (or read out by the teacher). First hand up in the standing group answers the question. If they're correct, the student can select another student at their own table to 'knock out'. If no one at the table can answer correctly, it gets opened to the room, but the student who answers correctly can only knock out someone from the table that is standing. Last one left standing from each table comes to the front of the classroom for a knock out round, and the overall winner wins prizes for their whole table. Can be quite a strategic game!



Race to the Board - Option 1

Split the class into two teams lined up in rows. Have the person at the front of the line answering. Display EP on the smartboard and set a quick answers list. Choose the first hand up from the 2 teams to answer the question. If the student answers correctly, the person at the back of their line runs to the front, inching their team closer to the board.



Race to the Board - Option 2

Have all students standing at the back of the classroom, with EP displayed on the smartboard. Set a quick answers list, and choose the first hand up to answer the question. If the student answers correctly, they can take a small step towards the board. First person to reach the board, WINS!



Quick Quiz

Set a task with a time or points limit on your target vocabulary/topic/content for the first 10-15 mins of class. This will get those brains warmed up and create a positive buzz in the room! Students will be running to get to class as soon as possible to get a head start on their mates. It's great if you set up a routine of this happening every Friday for example, or at the start of the lesson while taking the roll!



EP Terminator

Project EP onto the whiteboard (or have a teacher/student with it open on a laptop). Scatter the students around the classroom, standing up, with space to swing their arms without hitting anyone. As each question comes up on the board, the student with their hand up first gets to answer. If they are correct, they may take a step in any direction and any classmate they can touch from their new position gets tagged out and must sit down. As the numbers dwindle, if none of the remaining students can answer a question, it goes to the floor, and those knocked out can win their way back in!

*Necessary rules:

- If the student is close to someone, they must tag them out; no alliances/peace treaties.

- Students must answer as soon as they're called upon - no putting hands up THEN thinking once they've been chosen.



Taboo!

Have a student sit in front of the whiteboard with their back towards it. Project a translation list from your laptop onto the IWB. When each word pops up on screen, have the rest of the class help the student guess the correct answer by providing clues in the target language (but without saying the actual word). Great for all year levels but especially senior students!



FP Whispers!

The teacher (or a chosen student) positions themselves at the back of the classroom with a laptop/iPad. The class is divided into two groups. Each group stands in a line facing the whiteboard. The teacher shows the student at the back of each line a term or vocabulary item from an EP list. The student then whispers the term or vocab to the next student in line (once only, no repeating!) and the word is passed up the line until the student closest to the board hears it. The final student then writes the word on the board. If they are right, they get a point. This can be played in the target language -> target language or from the target language -> English and so on.



EP Speed Dating

Split the class into two groups. Arrange the classroom desks in a horseshoe shape or similar. Have a student from group 1 sit at a desk on the inside of the horseshoe and a student from group 2 sit on the opposite side of the desk. The student from group 1 has a chosen vocabulary list from EP open on their device. Students from group 2 then revolve in a 'speed dating' fashion, getting just 30 seconds with each group 1 student on their chosen list. Group 1 students ask the questions, group 2 students answer the questions. Points don't matter for this one, it's chaotic fun with everyone talking at once, but it's safe in that you're not having to answer in front of everyone and still burning through a lot of questions.

