



1. CONTEXT

This is a new and improved edition of daily ESL language expressions. We used the Progression of Learning document and our own teaching experience to create a concrete and useful classroom expressions resource.

2. GOAL

This document was created to be used by students to help them master functional language in primary school. We are encouraging them to speak English in class to meet their needs.

The document begins in grade 3 and goes up to grade 6. In this time, some expressions are mastered before grade 6 and therefore not referred to again in this document. By grade 6, we expect complete mastery of the expressions included in the document.

3. RESOURCES AND SUGGESTIONS

E³ Student Resource

This is a booklet to be used when teaching expressions for the first time. It includes images and expressions. There are lines on which the student can rewrite the expression or write responses to the expression. We recommend that translations are not used here to encourage direct comprehension.

E³ Placemat

It's a resource tool to be kept on the student's desk to encourage classroom interaction in English. It is a compilation of grade-appropriate expressions. These placemats can be plasticized. Teachers without a classroom can hang the placemats from their trolley for easy reference to expressions.

E³ Slideshow (.pdf, .pptx, .notebook)

This is a grade-appropriate slideshow of classroom expressions to be used on the interactive whiteboard (IWB). The slideshow can be used to introduce new expressions and review them. These expressions can be printed out to create flashcards for classroom use. The slideshow can be adapted to the needs of students.

E³ Game Cards

These are smaller versions of the expression flashcards used to play games.

Examples:

- *Memory Game:* Print two sets of the expression cards. All cards are facing down. Students must find a pair of matching expression cards.
- *Fake Bingo:* The teacher divides students into teams. Each member of the team has a portion of the set of cards. The teacher names an expression, a student in the team recognizes the expression and turns it over. The first student with all the cards down wins the game.
- *What's Missing?:* The teacher uses an appropriate number of expression cards, the teacher removes a card - without anyone seeing which card it is. First student to guess it correctly picks the next (missing) card.
- *Poison Game:* The teacher has a full set of expression cards. Each student is given one card. The teacher names three expressions at a time and the students, with these cards, become "infected" and are out of the game. The students have the right to change their card with a classmate.

4. TEACHER'S NOTES

These expressions were developed progressively from more simple to more complex. We kept the third grade expressions as simple as possible, adding complexity as we progressed through the grades.

For example:

- in 3rd grade, we suggest: Can I go drink water?;
- in 4th grade: Can I go drink water, please?;
- in 5th grade: Could I have/get a drink of water, please?;
- in 6th grade: I'm thirsty, could I have/get a drink of water, please?.

5. RESOURCES USED

- Openfree Clipart
- iClipart
- Progression of Learning, English as a Second Language, cycles 2 and 3.
- QEP