

Unit 4 Overview:

Unit 4 is a review and consolidation of the first three units of the elementary course in Pattern Grammar. There are no new patterns or verbs introduced but rather an elaboration and expansion on patterns previously presented. There are only three exercises here. Exercises Two and Three are predominantly Production activities and hopefully lead learners to greater autonomy with the patterns introduced earlier.

Unit 4.1.

Exercise One:

This exercise introduces 8 new sentences which use all five patterns and the four verbs introduced in Units 1-3. The sentences are related to topics such as work, school and travel, and may likely reflect learners' own situation and needs.

Learners are asked to fill in the pattern tables with the example sentences. This is the final Practice stage before more production focused activities.

Exercise Two:

This exercise requires the learners to consider each of the five patterns and complete their own examples. We encourage learners to try to create personalised examples to aid memorisation.

Teachers can help guide learners with this process.

Unit 4.2.

Exercise Three:

Here the learners are presented with nine discussion cards. These are designed to help learners practice and produce the patterns in free talk.

On each card is written a topic. These topics are designed to encourage learners to use the patterns practiced in Units 1-3. There are no limits to what patterns can be used or, if indeed, the patterns are used at all. This exercise is best viewed as an opportunity to improve confidence and fluency in speaking. In plenary, the teacher may want to give feedback on the patterns used, or help learners to rephrase their ideas naturally by using the patterns discussed.

Teachers are free to use these discussion cards in any way they like. We suggest that the cards be cut up and shuffled. A number of games can be played using the cards, either in small groups or in plenary. For example, learners can play a game in which if they can talk for 30 seconds or one minute on the topic then they can keep the card. The learner with the most cards at the end is the winner. Alternatively, one learner selects a card in secret and talks about it for 30 seconds / one minute. The other learner(s) has/have to guess the topic discussed.