

# English Speaking Day (Oct 18) - English iDo Game

## My Goals

- ☺ To speak English around the campus and in daily conversation
- ☺ To learn the English vocabulary concerning Job Hunting

## Theme of the English iDo game

Job hunting (jobs & occupations, interview, requirements & qualities, application letter & resume/curriculum vitae)

## How to play English iDo

- ☺ English ambassadors, English Club Committee members & Career Team Helpers will come to your F.1 classroom at recess (10:35-10:55) and lunch (1:00-1:25), and they'll play the game with you by asking you questions related to jobs.
- ☺ You are required to answer at least ONE question, and s/he'll give you a stamp. If you are able to get **THREE stamps**, you can go to the **Candy Redemption Area** in the covered playground after school to collect your gift.

Option 1: Read aloud 5 words from the **Job Hunting Vocabulary Bank**.

Option 2: Share with me your **Dream Job**.

Option 3: Share with me your **parents'/2 relatives' jobs**.

- ☺ You may also get a gift if you are lucky enough to get two **Thumbs-up Tokens** from the **Secret Angels** beyond the lesson time. The more you speak English around the campus, the higher the chance you may get a Thumbs-up token from the Secret Angels.

## Do ALL F.1 students have to play this game?

☺ Yes. All F.1 students have to hand in your English iDo Pass to your Class Teachers next morning (Oct 19). Those whose cards are blank or who have lost the Pass have to stay after school to make up for it. So, keep the Pass well and strive for your best to take part in it. Enjoy the game and wish you good luck! ☺

## S1 English iDo Pass

OPTION 1 STAMP	OPTION 2 STAMP	OPTION 3 STAMP

**Good Luck on English iDo!!!**

## **Questionnaires to activities concerning Sports Day**

☺ **How many schoolmates have you interviewed?**

☺ **How did the schoolmates respond?**

☺ **To what extent did you enjoy the game?**

☺ **My say on the game:**

**Keep**

**Improve**

**Stop**

**Start**

☺ **If you were the game designer for the coming activity, what would you design?**