

## 4 Principles of Interactive Understanding

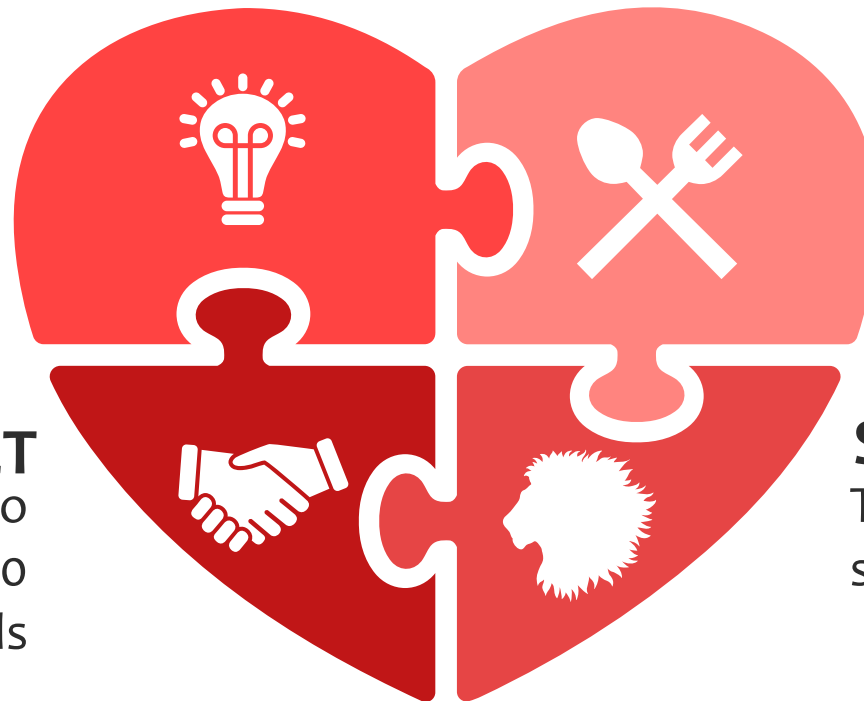


### UNDERSTANDABLE

Speak in a way that is mostly understandable.

### FEED RESPONSES

Feed students language so that they can respond authentically



**INTERACT**  
Ask students to interact every 30 seconds

**STORIES**  
Tell compelling stories

# 7 Key Strategies for Interactive Understanding

## #1 Question Ladder

Before students can produce language independently, the teachers scaffold their output by scaling up or down the difficulty and feeding them possible responses as appropriate for individual students.

- \* Who questions
- \* Yes or No Questions
- \* Either or Questions
- \* What Questions
- \* Open-ended questions



## #2 Personal Stories

Teacher models stories with a student as a protagonist. They will snip their picture from the student info system. The idea is to tell a funny story with the current vocabulary context.

- \* Question Ladder
- \* Draw It
- \* Vocabulary Signaling
- \* Questions (quiz or survey) as you tell the story



## #3 White Boards

Each student gets a personal white board. They demonstrate that they understand meaning.

- \* Draw It
- \* Using previous vocab write a definition
- \* Use the vocab in a sentence
- \* Find a synonym
- \* Identify the word being described
- \* Personalized questions (no wrong answers)



## #4 Cultural Stories

Teacher models stories in a cultural setting. Student demonstrate their understanding and begin to investigate interculturality

- \* Question Ladder
- \* Draw It
- \* Vocabulary Signaling
- \* Questions (quiz or survey) as you tell the story
- \* Teacher feeds them words to talk about perspectives



## #5 TPR & Vocab Signaling

Students signal that they have linked the sounds the teacher says to the meaning. They perform a gesture linked to meaning or hold up a vocabulary card.

- \* Hold it up / Do a Gesture
- \* Questions answered with a gesture or vocab card
- \* Combine vocabulary in a unique way - hold up two cards
- \* Sort the gestures or cards by meaning
- \* Student-led

## #6 Gamification

Teacher orchestrates cooperative games that activate the pleasure centers in the brain.

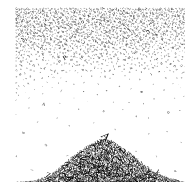
- \* Dramatic Music
- \* Quizlet/Kahoot/Gimkit
- \* Class periods compete among each other
- \* Create a team name/avatar as homework



## #7 Structured Input

For problematic structures, teacher creates sentences where only that structure will clarify the meaning. Students identify the nuance in meaning in some way.

- \* Identify who is doing the action.
- \* Choose the illustration that it describes
- \* Draw It
- \* Multiple Choice
- \* Identify the emotion/attitude of the person speaking.



## Notes