

## Out-of-The-Box Teaching Activities to Develop Creativity and Critical Thinking in a Second Language

### **Good News/Bad News**

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**Duration:** 25-30 minutes

**Target student proficiency level:** Intermediate

**Target student age:** High school age and above

**Objectives:** #o develop

\$anguage skills: &!uen y, using superlatives and comparatives'

( content %no) ledge: \* aried daily topics'

( cognitive abilities: thin%ing on their feet to evaluate ) hat ) as

- C' #e!! students they ) i!! play a game alled **Good News/Bad News**' #his is a game "et) een t) o people, so everyone ) i!! need a partner' 7ne person starts "y saying, D*The Good News is E 5any sort of fact or opinion—the weather, his or her feelings, the best food in the world, etc.*." #hen the other person says, D*But the bad news is E 5any sort of fact or opinion that contradicts the good news of the first person.*." #hen it is the 1rst person's turn again' He9she should say something ) hi h ontradi ts the "ad ne) s statement +rom his or her partner'
- 5' Demonstrate the +orm o+ this a tivity "y playing "oth roles in +ront o+ the students' &or e. ample,
- D#he good ne) s is it is sunny'G  
D/ut the "ad ne) s is there is no ) ater to gro) +ood'G  
D/ut the good ne) s is everything that does not use ) ater is really heap, and i+ you sell "ottled ) ater you an ma%e a !ot o+ money'G  
D/ut the "ad ne) s is ) e have to "uy mi!!ions o+ "ottles o+ ) ater, and that reates a !ot o+ trash'G  
D/ut the good ne) s is ) e an re y !e the ) ater "ottles and ma%e greenhouses and plasti "ottle e osystems that apture ) ater +rom the air' So no) there is lots o+ ) ater to gro) +ood and go s) imming'G  
D/ut the "ad ne) s is ) ater "ottle pri es ) i!! drop, and every"ody ) i!! !ose a!! o+ their money'G  
2nd so on'
- Do another demonstration, "ut ma%e your e. amples more reative and ridi ulous so that the students understand this is a game and not an e. er ise' &or e. ample:
- D#he good ne) s is it is raining'G  
D/ut the "ad ne) s is there ) i!! "e a huge Hood, and every"ody ) i!! have to move'G  
DI+ there is a huge Hood, the good ne) s is ) e an "uid an under) ater ity and live ) ith dolphins'G  
D/ut the "ad ne) s ) e anft ) at h #\* or use omputers under) ater'G

