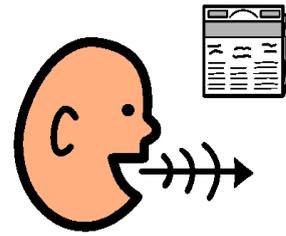


2.2 Roving Reporter

Keep your finger on the pulse of what is happening in your school or centre by attending events, questioning people, photographing and reporting the news back



Communication Aims

- Asking appropriate questions to people in a variety of situations;
- Using social comments and phrases to encourage people to speak to you and give you information.

How to Play:

Who: One player, with a helper or older buddy to take notes

- The player goes along to any school event or gathering and asks relevant questions to people there in order to collect interesting information and points of view to pass on to others;
- The helper, or buddy, notes down what people say in answer to the questions and the information can be presented in a variety of ways afterwards e.g. a short article for the school newspaper, used for language work and recorded on the computer e.g. using *Clicker 5* grids, as a 'spoken' presentation to the class or peer group for discussion.

Possible Scenarios

- Player attends school assembly and asks 'guest speaker' or class who has led assembly some questions afterwards about the content;
- Player 'interviews' actors in the school show about how their rehearsals are going or how the 'opening night' went;
- Player might attend the school fair and ask 'stall holders' about how their sales are going, what charity they are supporting etc;
- Player might want to gather people's opinions on how the school disco went - any juicy gossip?;
- Player might go and speak to someone who has achieved something great, or won a prize or competition and ask them about their experience.

What you need:

- Appropriate questions programmed onto the Player's Talker (depending on scenario);
- Fun social phrases and 'probing' questions e.g. 'Go on tell me!'. 'That sounds interesting', 'You've got to be kidding?';
- A journalist's notepad or similar (piece of paper!) and a pen for the helper to note down people's answers and responses to the reporter's questions.

Vocabulary

- Questions for the 'Reporter' to ask, depending on scenario. For example, if the Player is questioning a pupil about how the school disco went they might have: *So, was it a good night? What was the D.J like? Did you get dressed up? How long did it go on? Were there any arguments? Did anyone get into trouble? Did you get a dance?;*
- Social fun phrases and questions: *Tell me more.? Can that go on record? You've got to be kidding! What a scoop! I don't believe it! Really? Can I take your photo please? (if using a camera too).*

Hints and Tips:

- Have the Talker volume up relatively high when the player is going into busy areas of the school or big events, so they can be heard and responded to;
- Make people at the event aware that the 'Roving Reporter' will be attending and to be responsive to their questions and interaction;
- Once the answers to questions have been recorded by the helper and brought back to class, use your imagination as to how to present the information e.g. in a Clicker Talking book made with a classmate, an 'article' for the school newspaper or newsletter put together with a classmate or even a spoken 'debriefing' by the Player and the helper/buddy to the rest of the class or group;
- It is important to DO something with the information gathered to make the 'reporter' role motivating and make the Player want to do more 'reporting.'

Extension - The player might also like to take photographs at the events or of the people they are interviewing, to be used when presenting their findings as suggested above. They could take their own photos using a switch operated camera if available see www.qedonline.co.uk and search for 'camera with switch interface' or, if not, they could tell the helper who/what they would like photographed.