

# Teacher Booklet

## Oral Language Activities

### INDONESIAN STUDENT IMMERSION CAMP



# Cari Seorang Yang ...

## Instructions:

1. Each student receives a handout. See survey sheet.
2. All students walk around the room and question other students about the statements on the handout. As soon as somebody finds another student who says 'ya' to one of the questions, he/she should write their name on the handout in the appropriate space.
3. Students continue to walk around the room and question other students until they have a different name next to each statement (each name may only be used once).
4. The game has finished when somebody has completed his or her handout with a different name next to each space.

## Sample questions:

*Apakah kamu suka bermain gitar?  
Kamu tinggal di Tallangatta?  
Kamu pernah keluar negeri?  
Apakah kamu lahir pada bulan Juli?  
Kamu punya anjing?*

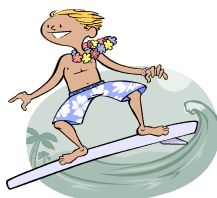
# Cari orang yang...

E.g. – Apakah kamu suka bermain gitar?

Ya, saya suka bermain gitar! (Menulis nama)

Tidak, saya tidak suka bermain gitar. (Cari orang lain)

<i>Cari orang yang:</i>	<i>Nama:</i>
<i>suka bermain gitar</i>	
<i>suka menyanyi</i>	
<i>suka bersilancar</i>	
<i>tinggal di Tallangatta</i>	
<i>pernah ke Malaysia</i>	
<i>suka bermain bola basket</i>	
<i>tidak makan daging</i>	
<i>pernah ke Indonesia</i>	
<i>suka bermain piano</i>	
<i>pernah ke Eropa</i>	
<i>punya domba</i>	
<i>suka membaca buku</i>	
<i>bermain suling</i>	
<i>tinggal di Clifton Springs</i>	
<i>bisa bermain catur</i>	
<i>pernah ke Thailand</i>	
<i>punya anjing</i>	
<i>suka orang hutan</i>	
<i>bisa menyanyi lagu Indonesia</i>	
<i>suka berenang</i>	



# Kartu Identitas

## Instructions:

1. The students form pairs and each student is given a blank identity card.
2. The two students in each pair now interview each other in order to fill in the blanks on the identity card.
3. Each student introduces his/her partner to the class using their notes on the identity card as a guide.

*Note: Choose a few students to introduce their partner due to time restraints.*

## Contoh:

<b>Nama:</b> <i>John Smith</i>	<b>Tiga macam yang saya suka:</b>  <i>1. Bermain di komputer. 2. Makan coklat 3. Menonton film</i>
<b>Keluarga:</b> <i>Ibu, Bapak, 2 kakak laki-laki dan 1 adik perempuan. 2 anjing dan 1 kucing.</i>	<b>Tiga macam yang saya tidak suka:</b>  <i>1. Berbelanja di supermarket 2. Bangun pagi 3. Minum kopi</i>
<b>Hobi:</b> <i>Bersilancar, tennis, computer</i>	
<b>Saya ingin menjadi:</b> <i>Ahli komputer</i>	

## Sample questions:

- Siapa nama kamu/Anda?  
Ada berapa orang di keluarga kamu/Anda?  
Hobi kamu/Anda apa?  
Cita-cita kamu/Anda ingin menjadi apa?  
Apa tiga macam yang kamu/Anda suka?  
Apa tiga macam yang kamu/Anda suka?*

## Sample introduction (after the interview):

*Selamat siang! Perkenalkan ini teman saya, namanya John Smith. Dia tinggal dengan Ibu dan Bapaknya. John mempunyai dua kakak laki-laki dan satu adik perempuan. Dia juga mempunyai dua anjing dan satu kucing. John bercita-cita ingin menjadi seorang ahli komputer. John suka bermain di komputer, makan coklat dan menonton film. John tidak suka berbelanja di supermarket, bangun pagi dan minum kopi.*

# Kartu Identitas

<b>Nama:</b>	<b>Tiga macam yang saya suka:</b>  1.  2.  3.
<b>Keluarga:</b>	<b>Tiga macam yang saya tidak suka:</b>  1.  2.  3.
<b>Hobi:</b>	
<b>Saya ingin menjadi:</b>	

# Dua kalimat yang benar dan satu yang bohong

Two Truths and a Lie is a classic get-to-know-you icebreaker. Players tell two truths and one lie. The object of the game is to determine which statement is the false one. Interesting variations of this game are provided below.

*Note: No special materials are needed, although pencil and paper is optional.*

## ***Instructions for Two Truths and a Lie***

Ask all players to arrange themselves in a circle. Instruct each player to think of three statements about themselves (they can either think about the three statements in their head or write them down on a piece of paper). Two must be true statements, and one must be false. For each person, he or she shares the three statements (in any order) to the group. The goal of the icebreaker game is to determine which statement is false. The group votes on which one they feel is a lie, and at the end of each round, the person reveals which one was the lie.

Students can say – ‘**Benar**’ if they think the statement is true, or they can say ‘**Bohong**’ if they think a statement is a lie or untrue.

## **Julie’s Example:**

*Saya pernah tinggal di Jawa, Bali dan Lombok.*

*Saya pernah melihat komodo.*

*Saya lahir pada tahun 1980.*



# Apakah kamu pernah ...?

This an active, fun way to explore and celebrate the rich diversity of experiences that different people bring to any group. Works best with larger groups.

A list of about 20 items should be tailored to the particular group, setting, and program goals, but some suggestions are below. Usually the items are of a **"Have You Ever....?"** / **"Apakah kamu pernah ...?"** form, but also free to ad lib, e.g., **"Does Anyone Have....?"** / **"Apakah kamu punya ...?"** or **"Can you...?"** / **"Apakah kamu bisa...?"**

## ***Instructions:***

Participants sit in a circle (either on chairs or on the floor).

Teacher can model questions OR students can generate their own questions.

The person in the middle asks a "Have You Ever" question that is true for him/herself e.g., **"Apakah kamu pernah naik gunung yang tinggi?"**

Anyone whose answer is **"Ya!"** gets up and moves to an empty seat. So, if four people get up they try to exchange seats as quickly as possible. The person who asked the question tries to quickly gain a seat, leaving one other person without a seat and they become the new IT.

In choosing a question, participants can try for questions which reveal something e.g., "have you ever trekked the Great Wall of China?" or ask simple questions like "have you ever fallen off of a bicycle?" for which everyone would get up.

# APAKAH KAMU PERNAH ...?

1. Apakah kamu pernah ke Indonesia?
2. Apakah kamu pernah naik kuda?
3. Apakah kamu punya adik dan kakak?
4. Apakah kamu pernah makan makanan Indonesia?
5. Apakah kamu pernah naik gunung yang tinggi?
6. Apakah kamu pernah naik pesawat?
7. Apakah kamu pernah melihat komodo?
8. Apakah kamu bisa berbicara lebih dari dua bahasa?
9. Apakah kamu pernah naik becak?
10. Apakah kamu pernah ke Malaysia?
11. Apakah kamu pernah patah kaki atau lengan?
12. Apakah kamu pernah melihat gajah?
13. Apakah kamu punya anjing?
14. Apakah kamu bisa bermain instrumen?
15. Apakah kamu pernah ke Eropa?
16. Apakah kamu pernah bermain catur?
17. Apakah kamu pernah punya ayam atau bebek?
18. Apakah kamu pernah naik kapal?
19. Apakah kamu pernah menyanyi di depan banyak orang?
20. Apakah kamu pernah bersilancar?



# Cerita Bersambung

## Instructions:

1. The teacher starts the story by giving the first word or a sentence depending on the students' level.
2. The student next to the teacher continues the story. He/she may say one word up to one sentence. The next student goes on until all the students have had a turn.

## Contoh:

### Dialogue 1:

Teacher: *"Malam"*  
Student 1: *"ini"*  
Student 2: *"saya"*  
Student 3: *"mau" ...*

### Dialogue 2:

Teacher: *"Kemarin saya baru pulang dari Bali."*  
Student 1: *"Saya ke Bali dengan teman saya, namanya Tom."*  
Student 2: *"Di sana kami pergi ke Taman Water Bom."*  
Student 3: *"Lalau kami juga berbelanja di pasar seni setipa hari."*

And it goes on until all students have added a word or sentence.

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## Saya PERGI Ke Pasar Dan Membeli ...

## Instructions:

1. The first student will say they went to the market and what they bought there.
2. Then the next student has to say what the others bought at the market, and what they bought themselves.
3. If a student makes a mistake i.e. they can't remember an item or they say the wrong item, then they are out!

## Contoh:

Student 1 (Tom): *"Saya pergi ke pasar dan membeli satu ikat rambutan."*  
Student 2 (Dana): *"Tom pergi ke pasar dan membeli satu ikat rambutan. Saya pergi ke pasar dan membeli satu sarung batik."*  
Student 3 (Jess): *"Tom pergi ke pasar dan membeli satu ikat rambutan, Dana pergi ke pasar dan membeli satu sarung batik. Dan saya pergi ke pasar dan membeli dua nanas."*

And it goes on until all students have had a turn!