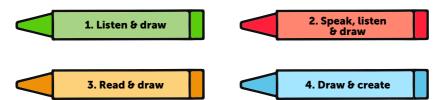


A process to help you achieve creativity, variety and fun in your lessons:



## Did you know?

Capturing important ideas by hand, whether writing words or creating images, stimulates neural pathways between motor, visual and cognitive skills. In other words, **writing** and drawing can make us smarter.

Muleller (2014)





**Listen & draw:** An easy way to check listening skills is to simply ask students to listen to you or the audio and draw what they hear.

*Tip:* Pick a text that isn't too long. Pause after each sentence to give students time to think and draw.



**Speak, listen & draw:** Students work in small groups. One student will be the speaker while the other(s) listen and draw.

*Tip:* Encourage them to share their pictures in the group and ask questions. Did they draw the same thing? Why or why not?



**Read & draw:** Create a blank bingo card template for each student. Write a list of vocabulary previously studied on the board. Learners draw a picture in each square using a word chosen from the board. Once the cards have been filled in, it's time to play bingo! Who will get a row first?



**Draw & create:** Choose a song from your course, learn the song, put students in pairs and give each pair a line from the song and ask them to draw it. Take a photo of each picture in the correct order of the song and create a video using a free-video production software.

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