

OLGA AMARIE
FOREIGN/SECOND LANGUAGE SHARE FAIR
SPRING 2008
OU DÉPO (Ouvroir de Débat Potentiel)
(Workshop of Potential Debate)

Goal: Develop **communicative** and **interpersonal** skills.

Pre-Oudépo (at home)

1. Ss read an authentic French Play, Novel, Comic Book, 30-50 pages a week.
2. Ss write a short paragraph (3-5 sentences) about the significance of each notion, idea, character, place names and action timelines from the text they read. They can do this while reading.
3. Ss write 10 questions (content-based and mind engaging) along with their complete answers, as accurately as possible.
4. Ss turn in their questions and answers to the instructor to avoid overlapping debates. Sharing prepared questions and answers with classmates is strictly prohibited.
5. Ss prepare these 10 questions and answers so that they can enter a debate without any written samples. A notes-free debate in class would be fair to those who have to answer questions promptly without any written support.

Oudépo (in class)

1. Ss are randomly divided in two groups and seated in two rows of chairs facing each other. First row of students (*Juges*) will ask questions. Students, in the second row (*Débatteurs*) will answer them. For an odd number of students in class, the instructor will take the place of a debater or judge.
2. *Juges* ask their first question (~30 seconds) at the same time, therefore 10 debates start. Each *Débatteur* has ~1 minute to answer the question as accurately as possible.
3. If the answer is wrong, the Judge will provide the correct answer to the Debater (~1 minute).
4. Ss fill in a True/False Chart received from the instructor at the beginning of the game.
5. After each run, Debaters move one chair to the left (note: the first student goes around and sits at the end of the row).
6. After **five** correctly answered questions the Debater earns the right to take the place of a Judge who has the highest number of correct answers to her/his questions.
7. The first Judge who asked all prepared questions ends the game.

Post-Oudépo (in class and at home)

At the end of the game students do statistics and find out:

1. Who answered correctly to most questions as a Debater?
2. Who has the highest number of wrong answers as a Debater?
3. Who has least correct answers to her/his questions as a Judge?
4. Who has most correct answers to her/his questions as a Judge?
5. Who was their favorite Debater? Why?
6. Who was their favorite Judge? Why?

TABLEAU DE L'OUDEPO

(A rendre après le jeu)

Nom _____

Juge

- | | |
|----------|------|
| 1. Vrai | Faux |
| 2. Vrai | Faux |
| 3. Vrai | Faux |
| 4. Vrai | Faux |
| 5. Vrai | Faux |
| 6. Vrai | Faux |
| 7. Vrai | Faux |
| 8. Vrai | Faux |
| 9. Vrai | Faux |
| 10. Vrai | Faux |



Nombre total de réponses correctes reçues _____

Nombre total de réponses incorrectes reçues _____

Nom de l'étudiant/e qui a donné la plus belle et la plus complète réponse à l'une de vos questions : _____

Débatteur

- | | |
|----------|------|
| 1. Vrai | Faux |
| 2. Vrai | Faux |
| 3. Vrai | Faux |
| 4. Vrai | Faux |
| 5. Vrai | Faux |
| 6. Vrai | Faux |
| 7. Vrai | Faux |
| 8. Vrai | Faux |
| 9. Vrai | Faux |
| 10. Vrai | Faux |



Nombre total de réponses correctes données _____

Nombre total de réponses incorrectes données _____

Nom de l'étudiant/e qui a posé la plus intéressante question et vous a fait réfléchir :
