

AEC

**Subject : MODERN INDIAN
LANGUAGE**


Unit 1 : Language Practice


- ❖ Role playing exercise
- ❖ Group discussion and presentation
- ❖ Language games and activity



What is Indian modern language?

- 1.Hindi:** It is one of the most widely spoken languages and serves as the lingua franca in much of northern India.
- 2.Bengali:** Predominantly spoken in the state of West Bengal and Bangladesh.
- 3.Telugu:** Mainly spoken in the states of Andhra Pradesh and Telangana.
- 4.Marathi:** The official language of the state of Maharashtra.
- 5.Tamil:** Primarily spoken in the southern state of Tamil Nadu.
- 6.Urdu:** Widely spoken, especially in states like Uttar Pradesh and Telangana.
- 7.Gujarati:** Mainly spoken in the state of Gujarat.
- 8.Kannada:** The official language of the state of Karnataka.

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9. **Malayalam:** Predominantly spoken in the state of Kerala.
 10. **Odia:** The official language of the state of Odisha.
 11. **Punjabi:** Mainly spoken in the state of Punjab.
 12. **Assamese:** Predominantly spoken in the northeastern state of Assam.
 13. **Maithili, Bhojpuri, and Magahi:** Spoken in parts of Bihar.
 14. **Rajasthani:** Various dialects spoken in the state of Rajasthan.
 15. **Konkani:** Spoken in the Konkan region, including parts of Goa.
 16. **Sanskrit:** Though not a spoken language in daily life, it is a classical language and has cultural significance.



Scenario: You are at a job interview for a position in a multinational company. The interviewer is asking you about your skills and experiences.

Characters:

1. You (the interviewee)
2. Interviewer



Role-play dialogue:

Interviewer: Good morning! Thank you for coming in today.

° Let's start with a classic question. Can you tell me a bit about yourself and your background?

You (the interviewee): Good morning! Thank you for having me. My name is [Your Name], and I have a background in [your field of expertise]. I graduated from [your university] with a degree in [your major], and I have been working in the industry for the past [number of years]. My most recent position at [previous company] allowed me to develop strong skills in [specific skills relevant to the job].



Interviewer: That sounds impressive. Can you provide an example of a challenging situation you faced at your previous job and how you handled it?

You: Certainly. In my previous role at [previous company], we faced a tight deadline for a crucial project. To overcome the challenge, I [describe the actions you took], which resulted in the successful completion of the project on time. This experience taught me the importance of effective time management and teamwork.

Interviewer: Great. Now, how do you handle working in a multicultural environment? Our company values diversity, and we have teams from various cultural backgrounds.

You: I thrive in multicultural environments. In my previous job, I had the opportunity to work with colleagues from different countries. I believe that diversity fosters creativity and innovation. I make a conscious effort to understand and appreciate different perspectives, which ultimately contributes to a more collaborative and productive work environment.



Here's how role-playing works in language practice:

1. **Scenario Setup:** Choose a scenario relevant to the language and cultural context you are studying. It could be a job interview, a restaurant situation, a doctor's visit, or any daily life scenario.
2. **Assign Roles:** Designate roles for participants. For example, if practicing a job interview, one person can be the interviewer, and the other can be the interviewee.
3. **Dialogue Development:** Encourage participants to develop a dialogue based on the scenario. They can create a script or have some key points to cover during the role-play.
4. **Acting Out the Scenario:** Participants take on their assigned roles and engage in the conversation as if it were a real-life situation. This involves using appropriate language, tone, and gestures.
5. **Feedback and Reflection:** After the role-play, provide feedback on language usage, pronunciation, and overall communication effectiveness. Encourage participants to reflect on the experience and discuss any challenges or successes.
6. **Switch Roles:** To enhance the learning experience, switch roles so that each participant gets a chance to play different characters.




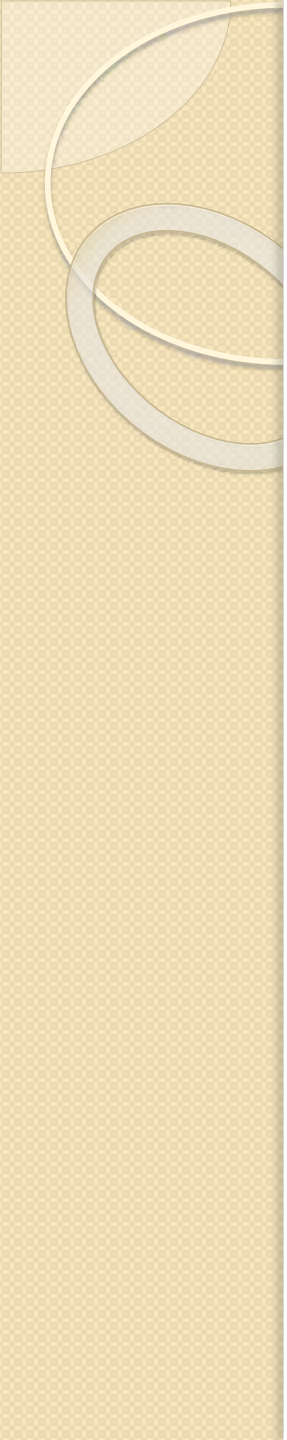
Role-playing is beneficial for language learners for several reasons:

- **Real-life Application:** It mirrors real-world situations, making language learning more practical and applicable.
- **Communication Skills:** It enhances speaking and listening skills, helping learners become more confident in expressing themselves in the target language.
- **Vocabulary Expansion:** Participants naturally encounter and use new vocabulary related to the chosen scenario, contributing to vocabulary expansion.
- **Cultural Awareness:** Role-playing scenarios often involve cultural aspects, helping learners understand and navigate cultural nuances in communication.
- **Fun and Engaging:** It adds an element of fun to language learning, making the process more enjoyable and memorable.

Que.1) Explain role-playing exercise.

- Role-playing exercise give student the opportunity to assume the role of a person or act how to given situation
- These roles can be performed by individuals students , in pairs open groove which can play out of more complex scenario
- Role plays engage student in real life situation call scenarios that can be stressful unfamiliar complex which requires them to examine personal feelings towards others and their circumstances

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- **Example of role-playing exercise**
 - **1) interview practice :** In preparation for career interview students can assume the role of interviewer and the interviewee
 - **2) marketing:** In preparation for a class representation students can assume the position of a sales representative and sell a product
 - **3)counseling:** In preparation for clinic practice students can role play a family therapist news client has revealed
 - **4) teaching :** In preparation for a job fair students can role play the teacher and the students or the administrator and the student or the teacher and a parent.
 - **5) debates :** As a Exercise the instructor has students briefly arguments for an argument against position on a topic.

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- **Benefits of role-playing**
 - Motivate and engage student
 - Enhance current teaching strategies
 - Provide the real world situation (debates, team work, cooperation)



Group Discussion:

- **Definition:** A group discussion is a communication activity where a group of individuals comes together to exchange ideas, opinions, and information on a specific topic. It's a structured conversation aimed at exploring different perspectives and reaching a collective understanding or decision.



Key Elements:

1. Preparation:

- Participants should prepare by researching the topic and gathering relevant information.
- Understanding different viewpoints on the subject helps participants contribute meaningfully.

2. Facilitation:

- A facilitator may guide the discussion, ensuring that it stays focused and follows established rules.
- Ground rules may include time limits for speaking, respecting others' opinions, and avoiding interruptions.

3. Active Listening:

- Participants should actively listen to others' points of view, fostering a collaborative environment.
- Non-verbal cues, such as nodding or making eye contact, demonstrate engagement.



4. Participation:

- Everyone is encouraged to contribute to the discussion.
- Participants should express their thoughts clearly, support their arguments, and respond to others respectfully.

5. Decision-Making:

- In some cases, the goal may be to reach a consensus or make a decision collectively.
- Participants may need to weigh different options and find common ground.

6. Reflecting Diversity:

- Group discussions often involve participants with diverse backgrounds and experiences.
- Encouraging diversity of thought enhances the richness of the discussion.



Purposes:

- **Problem-Solving:** Groups work together to analyze issues and propose solutions.
- **Information Sharing:** Participants share knowledge and insights on a specific topic.
- **Decision-Making:** Groups collaborate to make informed decisions.

Presentation:

- **Definition:** A presentation is a formal or informal communication where a speaker shares information, ideas, or a message with an audience. It typically involves using visual aids, such as slides, to enhance understanding and engagement.

Key Elements:

1. Preparation:

- Extensive preparation is crucial, including research, creating visuals, and practicing delivery.
- The presenter should be well-versed in the content and anticipate potential questions.

2. Structure:

- Presentations typically follow a clear structure: introduction, main points, and conclusion.
- Visual aids, such as slides, help organize information and make it more accessible.

3. Engagement:

- Engaging the audience is essential. This can be achieved through interactive elements, questions, or anecdotes.
- Maintaining eye contact and varying vocal tone contribute to audience engagement.



4. **Visuals and Materials:**

- Visual aids should complement the spoken words, not replace them.
- Clear, concise visuals enhance understanding and retention of information.

5. **Practice:**

- Rehearsal is vital for smooth delivery.
- Practicing with a timer ensures the presentation fits within the allotted time.

6. **Adaptability:**

- Presenters should be ready to adapt to the audience's reactions or unexpected challenges.
- Flexibility in responding to questions or adjusting the pace is important.

7. **Confidence:**

- Confidence in both body language and speech conveys authority and credibility.
- Confidence is built through preparation and practice.



Purposes:

- **Information Sharing:** Conveying facts, data, or ideas to an audience.
- **Persuasion:** Convincing the audience to accept a particular viewpoint or take action.
- **Education:** Providing instruction or insights on a specific topic.

GAME AND ACTIVITY

- **Game:** A game is a structured activity with rules, challenges, and goals, often played for entertainment, recreation, or educational purposes. Games can be physical, mental, or a combination of both, and can be played individually or with others.
- **Activity:** An activity is a task or action that is undertaken for a specific purpose, often with a goal or objective in mind. Activities can be recreational, educational, or work-related, and can be done individually or in a group setting.

TYPES OF GAME

- 1. **Action Games:** Fast-paced games that require quick reflexes and reaction time, such as shooting games, fighting games, and platformers.
- 2. **Adventure Games:** Games that involve exploration, puzzle-solving, and often feature a narrative or storyline, such as point-and-click games, role-playing games, and survival games.
- 3. **Sports Games:** Games that simulate real-world sports, such as football, basketball, soccer, and tennis, often with realistic graphics and gameplay.
- 4. **Puzzle Games:** Games that challenge players to solve problems, complete levels, and unlock new content, such as Tetris, Sudoku, and Professor Layton.

TYPES OF ACTIVITY

- **1. Physical Activities:** Activities that require physical exertion, such as:
 - Sports (e.g. football, basketball, tennis)
 - Exercise (e.g. running, swimming, yoga)
 - Dance (e.g. ballet, hip hop, salsa)
- **2. Creative Activities:** Activities that allow for self-expression and creativity, such as:
 - Art (e.g. painting, drawing, sculpture)
 - Music (e.g. playing an instrument, singing, composing)
 - Writing (e.g. fiction, poetry, journalism)
- 3. Intellectual Activities:** Activities that challenge the mind and promote learning, such as:
 - Reading (e.g. books, articles, research papers)
 - Puzzles (e.g. crosswords, Sudoku, chess)
 - Brain teasers (e.g. riddles, logic problems)



Key differences:

- Games are typically more structured and rule-based than activities.
- Games often have a competitive element, while activities may be more focused on personal enjoyment or skill-building.
- Games can be played for entertainment, while activities can be undertaken for a variety of purposes, including education, personal growth, or relaxation.