**Write the questions**

Learners are tasked with creating their own test questions based on the material they have studied. This process involves reviewing key concepts and formulating questions that test their understanding. Learners then compare their questions with peers to ensure variety and avoid duplication. The questions can be used to create interactive quizzes, such as those on Kahoot, which reinforce learning and provide a fun way to review material. This approach encourages deeper study and critical thinking.

**Make the rubric**

Learners are involved in creating assessment rubrics that outline the criteria for evaluating their work and their peers' work. This method helps learners understand the expectations and standards for assignments. After creating rubrics, learners use them to assess their own work and that of their classmates. This process promotes self-reflection, constructive feedback, and an understanding of how to meet learning objectives. It also allows learners to become more objective and fair in their evaluations.

**Video presentations**

Learners create video presentations instead of presenting live in front of the class. They record their presentations, which allows them to practice and refine their delivery, edit their work for clarity and impact, and reduce anxiety associated with public speaking. This approach gives learners the chance to review their performance, receive feedback from peers, and make improvements before submitting the final version. It also helps build confidence and presentation skills.

**Inquiry-based learning**

Use inquiry-based learning to investigate a key question. Learners record their research and the process as the go. They choose work to present in a final portfolio – the process is more important than the end result. This method involves research, collaboration, and application of knowledge to develop solutions.

**Gamification**

Learners create games or game-like activities related to their studies, such as educational board games, quizzes or interactive online challenges. This method includes setting learning goals, creating paths or levels, and integrating concepts learnt in class. Repeated play and testing the game helps to reinforce concepts.

**Guess the test**

Learners predict what might appear on a test based on their work. This could be a simple think-pair-share activity. They can then compare their predictions with actual test content, which helps them identify any gaps in their understanding and review important concepts. This approach encourages retrieval practice and provides insights into what the class feels is most significant.

**Peer-to-Peer Feedback**Learners provide constructive feedback to each other using structured methods such as "Two Stars and a Wish" or "The 3, 2, 1 Formula." For example, in "Two Stars and a Wish," Learners identify two positive aspects of a peer’s work and suggest one area for improvement. In "The 3, 2, 1 Formula," they highlight three things they liked, two suggestions for improvement, and one question they have. This helps build collaboration, critical thinking, and the development of feedback skills.  
  
**Learning Choice Boards**

Create a choice board with different activities that cater to various learning preferences. For example, after a lesson on animals, the board might include options like:

* Draw and Label: Draw your favorite animal and label or match its body parts.
* Act it Out: Choose an animal and act out how it moves and sounds, using simple English phrases.
* Invent and animal: use heads, bodies and legs cards to make unusual creatures and name them in English (e.g. it’s a pig-cow-sheep).

Learners select the activity that appeals to them most, which fosters autonomy and engagement. After completing their chosen task, they can present their work to the class, allowing for peer learning.

**Interactive Learning Stations**

Set up different learning stations around the classroom, each with a different activity related to the lesson topic. For example, in a lesson on food, stations could include:

* Cooking Corner: Learners create a simple recipe card with pictures and English words for ingredients and steps.
* Food Market Role-Play: Learners take turns being a shopkeeper and a customer, practicing simple dialogue like "How much is this?" and "I would like...".
* Art Station: Learners draw or craft their favorite meal and label the items in English.

Learners rotate through the stations or choose the one they find most interesting. This approach allows them to engage with the material in different ways and offers variety in how they demonstrate their understanding

**Create a Storyboard**Learners create a storyboard to visually represent a story or sequence of events related to the lesson content. For example, if the topic is weather, learners can create a storyboard showing different weather conditions throughout the day (e.g., morning is sunny, afternoon is rainy). They can draw pictures and write or match simple captions in English. This activity allows learners to demonstrate their understanding of the content in a creative way and practice basic language skills. After completing their storyboards, learners can share them with the class, fostering communication and collaboration.