

# How to use the Exemplification Table

Find the aspect of the Programme of Study you want to assess

Choose which Stages of progression you want to target

KS2 Programme of Study	Stage 1 (linked to LL Grade 1) Pupils can:	Stage 2 (linked to LL Grade 2) Pupils can:	Stage 3 (linked to LL Grade 3) Pupils can:	Stage 4 (linked to LL Grade 4) Pupils can:
engage in conversations; ask and answer questions; express opinions and respond to those of others; seek clarification and help	Give some correct information in response to simple questions.  Ask for repetition and clarification.	Answer simple questions in full sentences. Ask one to two questions with support.  Ask for repetition and clarification.	Ask a few simple questions. Respond to questions with answers of varying length and detail, including simple opinions.  Ask for repetition and clarification.	Take part in a simple conversation and express opinions, responding to what is said with a degree of spontaneity.  Ask for repetition and clarification.
Generic activities: <ul style="list-style-type: none"> <li>• <b>Surveys</b></li> <li>• Perform a role-play (Stages 2-4)</li> <li>• <b>Group discussion</b> (Stages 3-4)</li> <li>• Classroom interaction in Target Language</li> <li>• <b>Information gap activities</b> (Stages 2-4)</li> <li>• Short play (Stages 3-4)</li> <li>• Ask and answer questions around classroom</li> <li>• <b>Board games</b></li> <li>• Live conversations with partner school</li> <li>• Team game – contradicting opinions, eg one team reacts to a visual stimulus with an adjective, to which the opposing team responds with a contradictory adjective</li> </ul>	Context-specific example: leisure  Pupils provide some information in response to simple leisure questions asked by the teacher, eg 'What sport do you prefer?'	Context-specific example: leisure  Conduct a survey about the leisure likes/dislikes of other pupils (pages 31-32).	Context-specific example: leisure  Perform an unscripted (but planned and rehearsed) role-play using some visual prompts (pages 33-34).	Context-specific example: leisure  Take part in a structured, unplanned group conversation using visual prompts (pages 35-37).

Browse for ideas of the types of activity you could use. Generic activities in **bold** are explained in more detail on pages 21-25.

Look for specific examples of suitable activities for each Stage of progression.  
  
When examples are in **bold**, full resources are provided as Ready to Use Materials (see pages 26-75).