



EduTrend Contents

G4C · LISTENING GAMES · MIDDLE SCHOOL

Detail Detectives

Hear a short spoken report once, take quick notes, then answer detail and inference questions as a team

Ages 12–14

Level: Intermediate

45 minutes

Individuals and teams
of 4 · up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Detail Detectives

The teacher reads aloud a short invented report, such as a two-minute local news item, once only. Students take quick notes using key words, symbols or a grid. They answer detail questions and inference questions alone, then pool notes in teams of four to improve their answers. Teams compare methods and agree which note-taking strategies caught the most.

Learning outcomes

By the end of the session students can:

- listen for detail and inference;
- take quick notes;
- pool information as a team;
- evaluate note-taking methods.

KEY WORDS

detail · inference · note-taking · key word · symbol · pool

CURRICULUM LINKS

English: listening, note-taking. All subjects: study skills.

1**WARM UP**

Voices and bodies ready

2**EXPLAIN**

One game, clear rules

3**PLAY**

Invented roles

4**LISTEN**

Everyone heard

5**TALK**

What worked?

6**CLOSE**

Calm and positive

Materials (whole class)

- Invented spoken reports
- Question sheets
- Note grids
- Worksheets 1, 2 and 3

Before the session

- Write or choose reports.
- Prepare questions.
- Print note grids.
- Practise reading aloud clearly.

SAFETY

Use invented, non-distressing reports.

ACTIVITY 04 · SESSION PLAN

Step by step

Hearing once only is part of the challenge; do not repeat until pooling.

Time	What happens	Say or ask
0–5 min Warm up	Quick key-word practice.	<i>“Which word carries the meaning?”</i>
5–10 min Explain	Show note methods.	<i>“Words, symbols or grid?”</i>
10–35 min Play	Two reports, answer, pool.	<i>“What did pooling add?”</i>
35–45 min Close	Compare methods.	<i>“Which method caught most?”</i>

CHALLENGE CARD (print or copy onto the board)

Answer detail and inference questions from one hearing, then improve them by pooling notes.

ACTIVITY 04 • FACILITATOR NOTES

The listening game know-how in brief

Note-taking helps listeners hold information that working memory alone would lose.

Pooling notes shows how different listeners notice different details.

Common ideas to listen for

- “Good notes are full sentences.” Key words are faster.
- “Inference is guessing.” It uses clues.
- “Everyone hears the same.” Listeners notice different things.

Adapting the activity

Support

Provide a partly completed note grid with headings.

Stretch

Write one inference question of your own for the team.

WORKSHEET 1

Note grid

Name: _____

Class: _____ Date: _____

Take quick notes.

Notes

Who	What	Where	When	Why

WORKSHEET 2

Answers

Answer alone, then after pooling.

Answers

Question	Alone	After pooling
1		
2		
3		
4		

WORKSHEET 3

Reflection

Reflect.

The note method that works best for me is... because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Notes key details	Makes inferences	Evaluates methods

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Detail Detectives is a sample activity from the EduTrend Contents G4C Listening Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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