

Welcome to the Network Activity Book

This book aims to provide fun ways to practise language in the classroom with a mixture of puzzles, games and other communicative activities. It contains activities to be done in pairs, in small groups, in teams and also with everyone walking around the classroom. But whatever the format of the activity, each one has been crafted to encourage solid practice of a particular language point – a main tense, a grammar structure, a functional aspect of language or a vocabulary field.

The activities in the *Network Activity Book* complement the *Network English* books and reference is made to the appropriate *Network* book and unit from which each activity can be used. But the *Activity Book* can be used equally well in conjunction with any other course book. This is facilitated by the clear labelling of the levels.

The activities are labelled according to the levels of the *Common European Framework of Reference for Languages* (CEF), known in German as the *Gemeinsamer europäischer Referenzrahmen für Sprachen* (GERR). As a broad guide, the levels are as follows:

CEF level	CEF description of the level	<i>Network</i> main courses	<i>Network</i> special courses
A1	Basic User – Breakthrough	<i>Network Starter</i> <i>Network Starter Compact</i> <i>Network 1</i>	
A2	Basic User – Waystage	<i>Network 2</i> <i>Network 3</i>	<i>Network Tourist</i> (A1/A2) <i>Network Refresher A2</i> <i>Network Basic Conversation</i> (A2/B1) <i>Network Office</i> (A2/B1)
B1	Independent User – Threshold	<i>Network Connection</i> (A2/B1) <i>Network Plus</i> <i>Network Certificate Skills</i>	<i>Network Refresher B1</i>

Each activity is presented in different versions, to give maximum flexibility to the teacher:

- a blank template, with instructions for play. This gives the teacher infinite flexibility to adapt the game to the needs of his/her students and practise the structures and vocabulary of his/her choice.
- a ready-made game at each of the three CEF levels, to simply photocopy and use, with an optional follow-up activity.
- two sets of alternative cues for each of the three CEF levels, to put into the blank template.
- further ideas to inspire the teacher to make use of the blank template.

Each ready-made activity and set of alternative cues is labelled, not only with the broad CEF level, but also with a unit in the *Network English* books which it is 'usable from'. This means that it is suitable to use with the given unit, or later on in the course as revision. Many of the games cover main grammar tenses and are suitable for revision or use with a higher level class.

Each ready-made game and set of alternative cues is also labelled with a Grammar heading and/or Focus. The Grammar heading states which grammar point is to be practised. The Focus sets the theme of the game (e.g. family life), the function to be practised (e.g. telling the time) or the vocabulary field in question (e.g. travel vocabulary).