

How to run a dictogloss (with example)

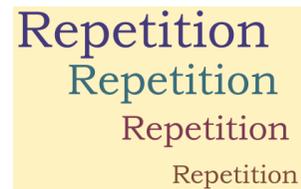
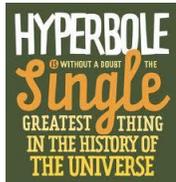
Introduction

Pupils hear formal language used repeatedly in context. Pupils take notes in a grid and then work collaboratively (a small group of 4-5 multi-ability learners) to re-write a similar text. This enables the pupils to adopt the 'voice' of the writer. A dictogloss integrates speaking, listening, reading and writing. However, this activity relies upon the learners never seeing the original text (except perhaps at the end of the activity).

The 5 stages of dictogloss

1. The teacher reads the text aloud at normal speed and the children listen without taking notes.
2. The teacher reads the text aloud a second time and the children make notes in a grid provided – see below.
3. The teacher reads the text aloud for the third time and the children add to their notes.
4. The children spend 10–15 minutes in their small groups constructing a meaningful, cohesive text that might contain several features of the original. It is best to allocate one child in the group to write the text with suggestions from everyone else in the group.
5. The teacher leads a discussion based on the text(s) read aloud by one or more of the groups. This discussion might focus on concepts, meaning, cohesion, text type (e.g. persuasion), register, key phrases, technical vocabulary or any combination of those.

There is an example below with a collation grid and text:



The Island

Have you ever had that dream - you know, the one where you never want to wake up? Well that's what it feels like when you play the fabulous new mystery game called 'The Island'. Critics Now called it '*A new generation in gaming*'.

'The Island' provides game players the opportunity to explore mysterious landscapes, find hidden clues and discover long-forgotten secrets. It is a virtual paradise beyond your wildest imagination. Take in the breath-taking scenery and let the sights and sounds overwhelm your senses.

Designed by the computer industry's most creative storytellers, this unique game allows you to control the fate of everything on 'The Island', like an all-powerful puppeteer.

The game's appeal is best summed up by its brilliant marketing slogan... '*The Island wants you, it needs you and it must have you.*'

So, what are you waiting for? Play, play like you've never played before!