11.1 Listening: names, numbers and introductions

Name: _____ Class: _____ Date: _____ **Total: 27 marks**

KEY WORDS meeting frame

Listening: names, numbers and introductions

Objective

Supported preparation: Catch names letter by letter and numbers string by string; Use the four-part meeting frame. This is original classroom practice, not an official exam paper.

1 Key knowledge and worked examples

> **Listening toolkit.** The ee letters: B, C, D, E, G, P, T, V, Z. The e letters: F, L, M, N, S, X. Numbers come as strings (say oh for 0, double for repeats), single ages, and room pairs (4B). The meeting frame: greeting, name, number, close. Ask Can you spell that, please? whenever a name is new.

2 Practice

2.1 Name the nine ee-group letters. [9]

2.2 How is 6609 said in the friendly system? [2]

2.3 Name the four parts of the first-meeting frame. [4]

2.4 What question do you ask when you miss a name? [1]

2.5 Room numbers pair two things. Name them. [2]

3 Exam-style questions

3.1 *(Spelling style.)* Your partner says: My name is Beth, B-E-T-H. Write the name, then say which group B, E and T come from, and why H is the odd one out. [3]

3.2 *(Number style.)* Write these phone numbers as digits: five, oh, seven, eight, double six, oh, nine; and eight, double two, four, oh, one. [4]

3.3 *(Frame style.)* A classmate says: Hello. What is your name? Nice to meet you. Which frame part is MISSING, and what sentence would repair it? [2]

Solutions

2.1 B (1); C (1); D (1); E (1); G (1); P (1); T (1); V (1); Z (1).

2.2 Six (1); double six, oh, nine (the double marks the repeated six) (1).

2.3 Greeting (1); name (1); number (1); close (1).

2.4 Can you spell that, please? (1).

2.5 A digit (1); a letter (1).

3.1 Beth written correctly (1); B, E and T belong to the ee group (1); H is the odd one out: its letter name (aitch) ends in neither the ee sound nor the e sound (1).

3.2 5078 6609 (2); 822 401 (2).

3.3 The number part is missing (1); a repair such as How old are you? or any number question placed third (1).

Local review guidance: (R1) 3.1 rewards the grouping rule, not luck; 3.2 checks digit-by-digit; 3.3 keeps the frame order. Authored guidance.