STANDARD 3: INTERPERSONAL COMMUNICATION AT-A-GLANCE DOCUMENT FOR CLASSICAL LANGUAGES
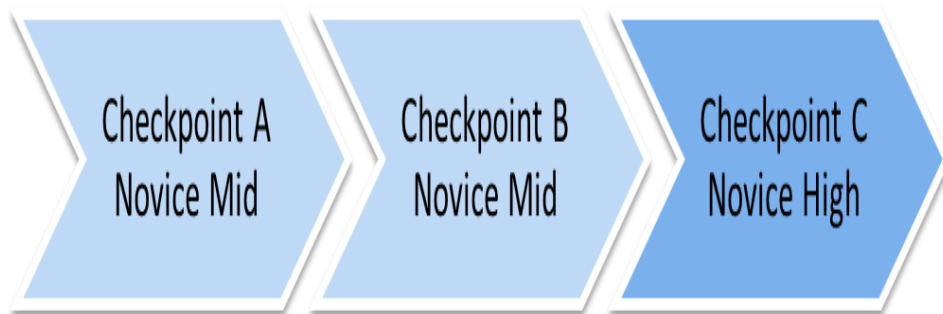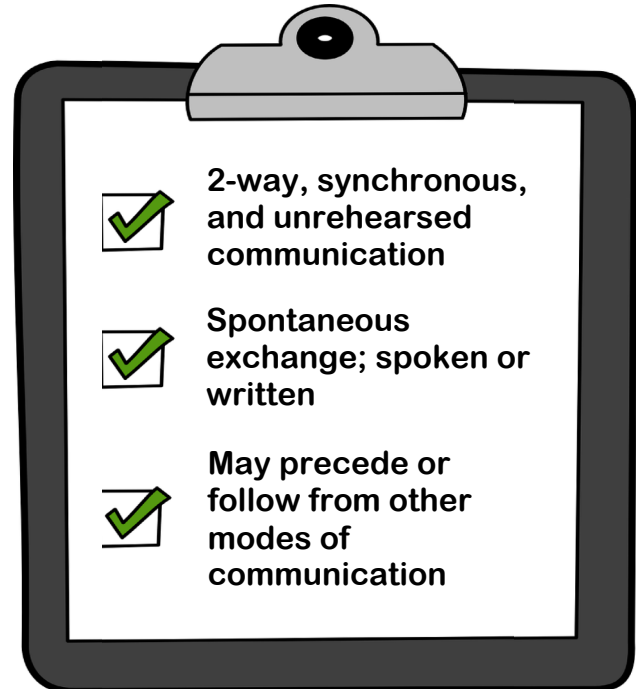
> **Learners _interact_ and _negotiate meaning_ in spoken or written conversations to exchange information and express feelings, preferences, and opinions.**

In classical languages, the Interpersonal Mode is most commonly enacted through simple exchanges in the target language and complex interactions about the target language and culture in English.

NYS CHECKPOINT PROFICIENCY RANGES FOR INTERPERSONAL SPEAKING

Checkpoint A — Novice Mid → Checkpoint B — Novice Mid → Checkpoint C — Novice High

DEFINING CHARACTERISTICS

- ✓ 2-way, synchronous, and unrehearsed communication
- ✓ Spontaneous exchange; spoken or written
- ✓ May precede or follow from other modes of communication

SAMPLE INTERPERSONAL STRATEGIES BY NYS CHECKPOINT:

A & B
- Exchange reactions to short quotations or proverbs
- Compare rank-ordered lists with a partner
- Respond to short-answer questions

C
- Compare characters or places with a partner
- Ask and answer simple questions
- Interact with others in formulaic situations

Many interpersonal strategies can be used across all checkpoints.

EXAMPLE INTERPERSONAL TASKS BY MODALITY:

SPEAKING
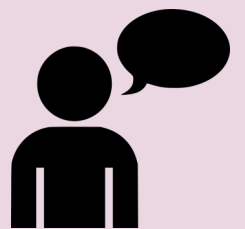
A & B
- Give information about family members and friends by answering questions.
- Exchange opinions about the actions of mythological characters.
- Express preferences about Roman dining customs and typical dishes answering simple questions.
- Role play a spontaneous conversation on the street between a Roman and a non-Roman.

C
- Express opinions about the personality traits and actions of the main characters in the story of Orpheus and Eurydice.
- State an opinion agreeing or disagreeing with a series of quotations from Seneca, the philosopher.

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