

ENGLISH CONVERSATION PROFESSIONAL SYLLABUS

Beginner Level (Units 1–4)

Unit 1: Hello & Everyday Life

- Greetings, introductions, small talk
- Classroom English
- Activity: Role-play – Meeting new classmates

Unit 2: My World

- Talking about family, friends, and hobbies
- Vocabulary for likes/dislikes- Activity: Show & tell about a favorite thing

Unit 3: Shopping & Eating Out

- Ordering food, buying clothes, asking for prices
- Useful phrases: 'How much is it?', 'Can I have...?'
- Activity: Role-play – Café or store conversations

Unit 4: School & Routines

- Talking about daily life and school subjects
- Expressing preferences: 'I like... because...'
- Activity: Create a timetable & explain it

Intermediate Level (Units 5–8)

Unit 5: Sharing Opinions

- Agreeing, disagreeing, adding ideas
- Vocabulary: 'In my opinion...', 'I see your point...'
- Activity: Debate – 'Social media: good or bad?'

Unit 6: Telling Stories

- Past tense practice
- Linking words: first, then, suddenly, finally
- Activity: Personal storytelling & 'Two Truths and a Lie'

Unit 7: Travel & Culture

- Talking about traditions, countries, and trips
- Role-play: Airport, hotel, travel advice
- Group Task: Plan & present a dream vacation

Unit 8: Problem Solving

- Phrases: 'What if we...?', 'How about...?'
- Scenarios: lost phone, missed bus, group project issues
- Activity: Survival role-play – Lost on an island

Advanced Level (Units 9–12)

Unit 9: Media & Pop Culture

- Movie reviews, music discussions, trends
- Debate: 'Books vs. movies'- Activity: Host a mock talk show

Unit 10: The Future

- Talking about ambitions, careers, technology
- Role-play: Job interview
- Activity: Presentation – 'My life in 10 years'

Unit 11: Emotions & Empathy

- Vocabulary: feelings, reactions
- Role-play: comforting a friend, sharing good news
- Drama Activity: Improvised scenes

Unit 12: Academic & Professional English

- Presenting ideas formally
- Vocabulary for teamwork, presentations, and meetings
- Final Project: Debate, group presentation, or performance