



STANDARD 3

THE INTERPERSONAL MODE

AT-A-GLANCE DOCUMENT FOR CLASSICAL LANGUAGES



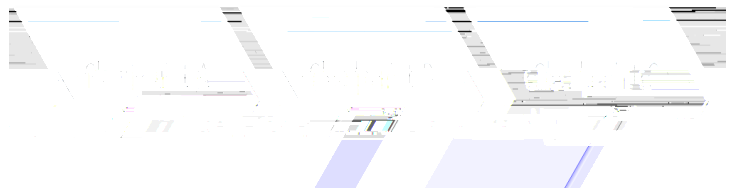
Learners **interact** and **negotiate meaning** in spoken or written conversations to exchange information and express feelings, preferences, and opinions.

DEFINING CHARACTERISTICS



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



SAMPLE INTERPERSONAL STRATEGIES BY NYS CHECKPOINT:

<p>A & B</p>	<p>Exchange reactions to short quotations or proverbs</p> <p>Compare rank-ordered lists with a partner</p> <p>Respond to short-answer questions</p>	<p>C Compare characters or places with a partner</p> <p>Ask and answer simple questions</p> <p>Interact with others in formulaic situations</p>
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Many interpersonal strategies can be used across all checkpoints.



[Office of Bilingual Education and World Languages](#)
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EXAMPLE INTERPERSONAL TASKS:

A large, light purple trapezoidal area with a black outline, intended for writing interpersonal tasks. On the left side of this area, there is a smaller, light blue rounded rectangle with a black outline, which likely serves as a placeholder for a name or a specific identifier.

ADDITIONAL RESOURCES: