A1 content Delf Dalf TEF TCF

Lesson 1: Introduction to French

French pronunciation and basic greetings.

An overview of the alphabet and numbers.

Lesson 2: Vocabulary and Expressions

Essential vocabulary related to personal information, greetings, and everyday objects.

Common expressions for introductions and simple conversations.

Practice pronunciation and listening skills through vocabulary drills and dialogues.

Lesson 3: Grammar: Present Tense Verbs

Introduction to present tense verbs (regular and irregular).

Conjugation of common verbs.

Exercises for students to practice forming and using present tense verbs in context.

Lesson 4: Personal Information

Vocabulary and phrases related to personal information, such as name, nationality, age, and occupation.

Practice asking and answering questions about personal information.

role-plays and pair activities to simulate real-life situations.

Lesson 5: Daily Activities and Routine

Vocabulary and phrases related to daily activities and routine.

Time expressions and adverbs of frequency.

Exercises and role-plays to practice talking about daily activities.

Lesson 6: Describing People and Objects

Vocabulary and phrases for describing people's physical appearance and personality traits.

vocabulary for describing common objects.

Using adjectives and describing people and objects through interactive exercises.

Lesson 7: Directions and Locations

vocabulary and expressions related to asking for and giving directions.

prepositions of place and common location-related vocabulary.

exercises and role-plays to practice asking for and giving directions.

Lesson 8: Food and Drinks

Vocabulary and phrases related to food and drinks.

common food items, drinks, and expressions used in restaurants.

Role-plays and interactive exercises to practice ordering food and drinks.

Lesson 9: Shopping and Services

Vocabulary related to shopping, such as clothing, prices, and sizes.

Voabulary for common services, such as transportation and accommodation.

Practice dialogues and role-plays to simulate shopping and service-related interactions.