

MINI-PRESENTATION OVERVIEW (2nd)

Name: Yujin

Presentation Material

Workshop Topic : Voca games (보일락말락, 단어파리채게임, 단어윷놀이), Slido
Source of Inspiration/Curiosity (personal experience, workshop, observation, etc) <ul style="list-style-type: none">- Based on : Vocabulary class from personal experiences- Most students in my school go to private institutes and they comes to school with learning what they are supposed to learn in school. At the same time, there are also low-level students. To handle those two types of students, I often use games. There is nothing more exciting than games for students in class.
Language Skills Targeted: Vocabulary learning
Objective <ul style="list-style-type: none">- Students are able to find the answers to the word quiz.
Materials/Tools Needed <ul style="list-style-type: none">- PPT Files- 윷- flyswatter
Challenges, Benefits, & Extensions <ul style="list-style-type: none">- Benefits<ol style="list-style-type: none">a. Students can enjoy the game while they review vocabulary. Games lower the affective filter.b. In groups, students can help each other to win the game.- Challenges<ol style="list-style-type: none">a. If students don't have the knowledge on vocabulary, the game will not proceed smoothly.b. Low-level students might feel ashamed when they can't give the right answers and get the points for the game. Other students can blame low-leveled ones. To prevent this kind of situation, teachers need to tell in advance that other members in the same group can help the presenter of the same team.
Discussion Questions

Feedback

- How might you use this in your teaching? If not, why?
- Have you done anything like this in your teaching? Any variations? How did it go?
- Other related ideas, food for thought, or epiphanies?