

## Interactive ideas for keeping your English classes relevant in the 21st Century

### *LIFE IS NOT A SPECTATOR SPORT!*

*Get your students and yourself involved in the learning process.*

Here are some of the PROBLEMS many teachers have:

- Some of your children may not enjoy being in class.
- You may find it hard to have all your children pay attention.
- Your class may not repeat things back to you enthusiastically.
- Some of your student may not be motivated to learn English.
- Your students may not get much chance to practice speaking English during class.
- You may find it hard to make repetition (drilling) interesting.
- You may feel some of your students getting restless during class time, and losing their focus.

Why teaching children English through GAMES can overcome these problems better than more traditional methods?

- Games make learning fun.
- Playing a game has a purpose.
- Games stimulate and motivate children.
- Students get to use the language all the time.
- Games help keep children focused.
- Children want to come and deliver result so that parents keep paying.

### GAMES & the 21<sup>st</sup> CENTURY

What is 21<sup>st</sup> Century Learning and why is it important?

Currently, 21<sup>st</sup> Century Learning is the hottest catchphrase in education, but what it means has yet to be determined. Technology is a part of children's every day lives, and substantial advances in technology have profoundly affected the way children learn. Making technology relevant in today's English classrooms is one of the challenges effective teachers face in teaching 21<sup>st</sup> century learners.

### MULTIMEDIA BASED INTERACTIVITY

benefits:

- Increased intrinsic motivation of the learners
- More favorable learning outcomes
- Impressive target language presentations

**Note:** *Games found in Let's Go Interactive Learning CD-ROM are not just fun to play silently and individually at home they also can be played actively, and as a group in the classroom. Here is how I reinvented them for the classroom...*

**GAME** Find the Pair  
**LEVEL** Let's Go 1

**TARGET** Q: What is it?  
**LANGUAGE** A: It's (a marker).

**VOCABULARY** a poster, a map, a table, a crayon, a board, a waste basket, a globe, a marker, etc..

**PRESENTATION**

Using the Teacher Cards, drill the vocabulary. Next, introduce the answer form; "It's a ...". Drill several times. Now, ask the question "What is it?", again drill the question form. Recommendation: Drill 3 times or more for mastery before playing the game.

**ACTIVITY** Multimedia Based Interactivity (MBI)  
**MATERIALS** Teacher Cards & Student Cards  
 Interactive Learning CD-ROM (Unit1/Game3)  
 PC  
 TV (Monitor) & PC/TV Converter

How to play

1. The first pair does RSP (Rock-Scissors-Paper). Chanting: "What is it? What is it? 1-2-3!"
2. The loser chooses a card by clicking it, and asks "What is it?" The winner answers; (for example: *It's a marker*). He/She then chooses a card from the grid, by clicking it. If he/she makes a pair, he/she gets a card (a point).
3. The second pair does the same. The winner(s) is the player(s) with most number of cards.

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**ACTIVITY** Traditional Card Game (TCG)  
**MATERIALS** teacher cards & student cards  
 magnets

How to play

1. Shuffle the vocabulary cards, and using magnets attach them (face down) on board to form a 4x4 grid.
2. The first pair does RSP (Rock-Scissors-Paper). Chanting: "What is it? What is it? 1-2-3!" The loser chooses a card from the grid asking: "What is it?" The winner answers (for example; *It's a marker*). He/She then tries to find the matching card from among the cards on the grid. If he makes a pair he gets the cards and wins a point.
3. The second pair takes a turn and does the same. The winner(s) is/are the player(s) with most number cards.

**GAME** The Hungry Monkey  
**LEVEL** Let's Go 1

**TARGET** Q: What does (he) want?  
**LANGUAGE** A: (He) wants (a salad).

**VOCABULARY** a cookie, a banana, a salad, a soda, a sandwich, a milkshake, an orange, an egg, chicken, fish, pizza, rice, bread, ice cream, milk, etc..

### PRESENTATION

Using the Teacher Cards, drill the vocabularies. Next, introduce the answer form; "*He wants ...*)." Drill several times. Now, ask the question "*What does he want?*", again drill the question form. Recommendation: Drill 3 times or more for mastery before playing the game.

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**ACTIVITY** Multimedia Based Interactivity (MBI)

**MATERIALS** teacher cards  
student cards  
pencils/some paper  
Interactive Learning CD-ROM & PC  
TV (monitor) & PC/TV Converter

### How to play

*"This hungry monkey wants 6 of these (vocabularies). What are they?"*

1. Determine the order of play. Players choose six (6) vocabulary words and write them on a sheet of paper.
2. Turn off the audio of your PC. Players ask the question; "*What does he want?*" The first player takes his/her turn and make a guess saying; "*He wants (a banana)*". He/She then clicks *a banana* from the menu. If the monkey takes it, he/she wins a point by ticking the word on his/her list. The second player takes his/her turn and does the same.
3. The first player to have his/her list of vocabulary words ticked is the winner.

**ACTIVITY** Traditional Card Game (TCG)

**MATERIALS** teacher cards/student cards  
magnets  
pencils /some paper  
Monkey (cartoon cut-out)

**How to play**

1. Place teacher cards on the board in random order and tell the players to remember them all. Next, using magnets attach the Monkey (cartoon cut-out) on the board.  
Say something like; *"This hungry Monkey wants 6 of these (vocabularies). What are they?"*
2. Determine the order of play. Players choose 6 vocabulary words and write them on a sheet of paper.
3. Take the teacher cards out from the board and choose 6, not letting players see them. In chorus, players ask the question; *"What does he want?"*
4. The first player answers; *"He wants (a banana)."* If a banana is one of the six cards, the teacher places the card next to the Monkey (using magnet) saying; *"Yes, he does."* Players who have a banana on their list tick the word and win a point. If he/she is wrong, the teacher says; *"No, he doesn't."* The second player takes his/her turn and does the same. The winner is the player(s) who got the most correct answer.

*Minds are like parachutes.  
They only functions when they're open!*

**Sir James Dewar**

**R&D by: Marco Brazil**  
**Director**  
**SMARTKIDS Circle/BEANS International**