



Ayuntamiento de
Alcalá de Guadaíra





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Local Activity Nr. 11

-

Good practice evaluation



Ayuntamiento de
Alcalá de Guadaíra



The Good practice implementation

- Two activities of the Good practice - “Did you....?” and “Bang Bang!” were used in a medium level of learners.
- All the activities were implemented according to the instructions



The Good practice evaluation – the pros

Kamades' activities in good practice provide a deep approach to English language through amusing activities. The learners had the opportunity to meet each other, to chat in a pleasant way and help each other to feel more comfortable. "Did you....?" Activity offered a great variety of fixed expressions, about one's hobbies, preferences, habits and experiences. In this activity, students practice simple past and especially focus on the irregular verbs of Simple Past. It was an introduction full of fun where learners learn how to react in English language with people that meet for first time.



Ayuntamiento de
Alcalá de Guadaíra



“Bang Bang!” was also amusing, as activity to acquire vocabulary. We used flashcards in order to have a bigger variety of words and be quicker. This activity reinforce vocabulary bank and correct pronunciation. Learners can memorize better new vocabulary through images, objects or flashcards.

All learners have been benefited by both activities even the weak ones, since all of them were engaged in speaking and dialogues.





Ayuntamiento de
Alcalá de Guadaíra



The Good practice evaluation – the cons

All about inconveniences and difficulties, I should mention that directions had to be given in mother tongue so everybody can understand and participate effectively and equally. More particular, “Did you.....?” was not complicated and did not provoke any inconvenience in the classroom..



Ayuntamiento de
Alcalá de Guadaíra



Concerning “Bang Bang”, the only deficit was that learners were getting anxious cause of the competition and the time limit. For this reason, it was more difficult to recall the target word; in the end of the activity almost all students were exhausted.





Ayuntamiento de
Alcalá de Guadaíra



Conclusion

Both of them could be integrated to our syllabus. “Did you...?” is a really nice and useful introductory activity. It can be used in order to “break the ice” and make classmates feel friends since the first day. “Bang bang” should better be used as revision of the already acquired vocabulary, when learners feel more secure and ready to give a quick answer.



Ayuntamiento de
Alcalá de Guadaíra



Thank you for your attention!

Lifelong Learning Programme



sikxgni



ΣΥΛΛΟΓΟΣ ΙΔΙΟΚΤΗΤΩΝ
ΚΕΝΤΡΩΝ ΞΕΝΩΝ ΓΛΩΣΣΩΝ
ΝΟΜΟΥ ΛΑΡΙΣΙΑΣ



ΓΔ Εκπαίδευση και πολιτισμός
Πρόγραμμα διά βίου μάθησης

INTERNATIONAL EXCHANGE
ON ADULT LANGUAGE EDUCATION
(INTEALE)

Lifelong Learning Programme:
Grundtvig Learning Partnership

Target group

The learners were more advanced than beginners, so all activities were quite easy and a bit repetitive with very little inspiration. They are good activities though for those who are beginning to move beyond the start level.

Activities

1. Did you?

2. Bang bang.

Did you ?

strong points : a good ice-breaking activity that can get very interesting when the questions are unexpected

weak point: students try to remember if they really did what they are asked and forget that they can always make up an answer



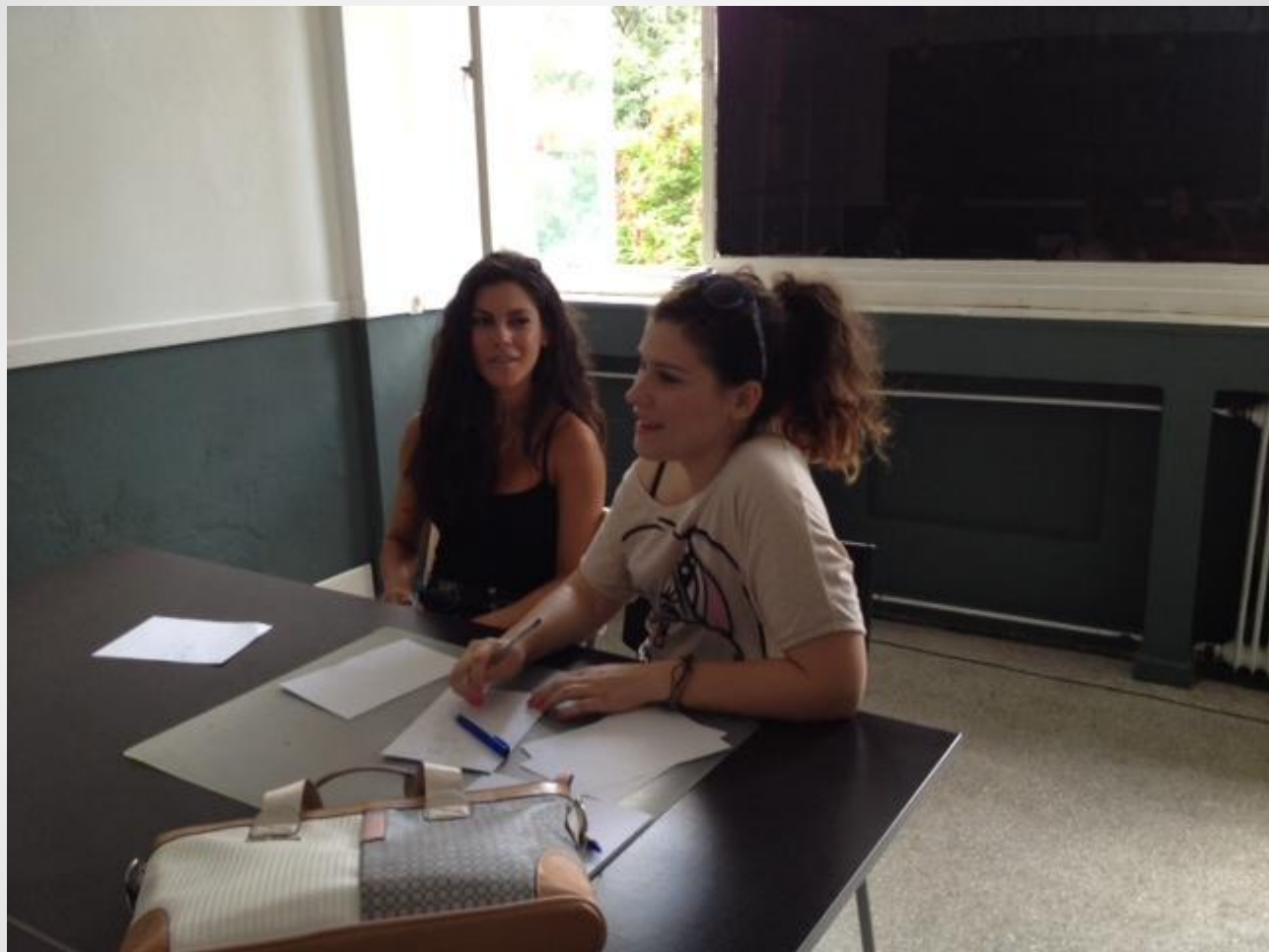
Bang bang

strong point

A very entertaining activity, which enhances memory skills , for big groups of learners .

weak point

The class must be composed of at least 15 students to make it exciting in terms of competition so that learners try to remember as best as possible



Thank you for your attention.

Presentation of Good Practice of KAMEDES by Interactive English

Did you . . ?



Learners asked each other questions
guided by prompts on cards



Benefits/Advantages

- **Interactive:** opportunity to speak to everyone
- Find out **curiosities** about the other players
- Short **conversations**, that deals with many **different topics** (which you can ... Deeper after the game)
- Useful to train yourself in **how to make questions** in english
- **Exciting**, because you are in a rush to find someone to answer your questions.

Difficulties

- It could be **noisy** and **chaotic**
- It needs enough **space** to be done
- You have **limited time** to find someone to answer to your question
- **No long conversations** with other players
- Some activities won't have been done by anyone

Bang Bang







Benefits/Advantages

- **Involving** and **funny**
- You can **learn new nouns** and **verbs**
- You have to **remember words** you don't use frequently
- **Team work**
- Physical activity keeps your **attention awake**

Difficulties

- It could be **chaotic** and **noisy**
- **Lack of vocab**
- You have to be **fast** and **recall** the words
- There is **no general topic** to which the words belong and it's sometimes hard to remember them after the game has finished.