

Evaluation of Good Practice

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Busy lesson





The Story of Your Name

Things we like:

- ▶ Good to know other stories
- ▶ A team, not just class anymore
- ▶ Makes atmosphere relaxed
- ▶ Pronunciation practice



The Story of Your Name

Difficulties we see:

- ▶ Need a groundwork at home
- ▶ If the group is big, can be more same names

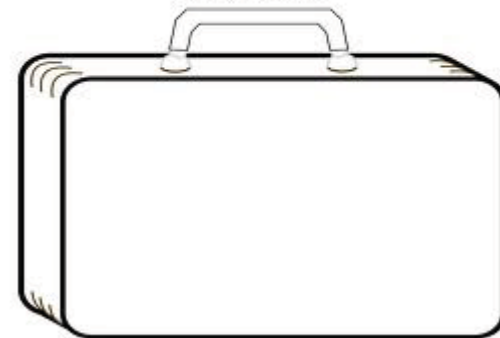


Baggage Claim

Things we like:

- ▶ Vocabulary practice
- ▶ Funny
- ▶ Helps to learn each other better

Packing my suitcase



Baggage Claim

Difficulties we see:

- ▶ Students start to ask unknown words and it's easy to guess 😊
- ▶ Not for beginner level students
- ▶ Vocabulary problems



Penny Story Telling

Things we like:

- ▶ Good to learn new things about classmates
- ▶ Grammar and vocabulary practice



Penny Story Telling

Difficulty we see:

- ▶ Grammar problems



Name the Logo

Things we like:

- ▶ Funny
- ▶ Great to see known logos
- ▶ Good to learn new things about other countries and their companies



Name the Logo

Difficulties we see:

- ▶ No teacher's help 😊
- ▶ Not many logos we know
- ▶ Not for all people (different perception of information)



Thank you for attention!









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Local Activity Nr. 5

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Good practice evaluation



The Good practice implementation

- Two activities of the Good practice - “The story of your name” and “Baggage claim” - were used in the more advanced group of students
- Other activities were not used since they would require a higher level of English skills of the learners
- Activities were implemented according to the instructions



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The Good practice evaluation – the pros

-The activities that were used were met with positive feedback both from the students and the teachers, as they allow the learners to improve their English skills in a relaxed and entertaining way





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- They enable students to get to know each other better and therefore are especially useful at the beginning of a course or cycle of workshops





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- The emphasis on talking to each other is very important and beneficial for improving active speaking skills, not just passive comprehension skills

-Moreover, some of the activities, such as “The story of your name”, can be used to connect the practice of language and IT skills



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The Good practice evaluation – the cons

- Some of the activities could not be used as they would require a higher level of English skills of the students to be able to understand the task and actively participate





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- The “Guess the logo” activity was not used since it wasn’t seen as beneficial for the learners in terms of learning and practicing the usage of English. Also, some of the logos may be country-specific, as they are not well-known in Spain





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Conclusion

- The activities of the good practice could be put into practice in organisations engaged in non-formal language education of adults, provided that the students have sufficient level of language skills to be able to participate



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Thank you for your attention!

Lifelong Learning Programme



sikxgnl



ΕΥΛΟΓΟΣ ΙΔΙΟΚΤΗΤΩΝ
ΚΕΝΤΡΩΝ ΞΕΝΩΝ ΓΛΩΣΣΩΝ
ΝΟΜΟΥ ΛΑΡΙΣΑΣ



ΓΔ Εκπαίδευση και πολιτισμός

Πρόγραμμα διά βίου μάθησης

INTERNATIONAL EXCHANGE
ON ADULT LANGUAGE EDUCATION
(INTEALE)

Lifelong Learning Programme:
Grundtvig Learning Partnership

Objectives

- * To attract learners' attention and challenge them in a friendly manner to participate with no hesitation.
- * To allow them to absorb messages in an attempt to introduce themselves and interact socially.
- * To use their imagination.
- * To activate and apply memory skills.
- * To embrace learning as a recreational activity.
- * To get involved in applying language in various situations.

Target Group

- *People who wish to brush up or upgrade their foreign language skills.
- *Learners who want to practice foreign languages and later on attempt an exam to certify their knowledge.
- *An unemployed percentage that has retired and demands to remain active in learning.
- *Regular travellers who desire to improve their communicative skills during trips.
- *Those who want to understand and apply Information Technology and get acquainted with the social media.

Activities and Methodology

1. What does your name mean?

2. Penny storytelling

3. Baggage claim

4. Guess the logo

1. What does your name mean?

By trying to guess whose name means what learners either learn what their own name means or what the other learners' names mean.

Strong Point : Everybody wants to know if their name means something and wonder if it matches their personality. It's an interesting way to make introductions and avoid cliches.

Weak Point : To some a name is just a word and they might have never bothered to find out and as a result might feel awkward when introduced by the meaning of their name, which they are ignorant of, and not the name itself

2.Penny storytelling

Very challenging in sharing individual stories according to dates on the pennies.

Strong Point : People in general like to talk about themselves and their lives. Sharing a lifetime event or important moment creates bonds among members of a group.

Weak Point : Some might find it difficult to recall facts and narrate them in a foreign language.

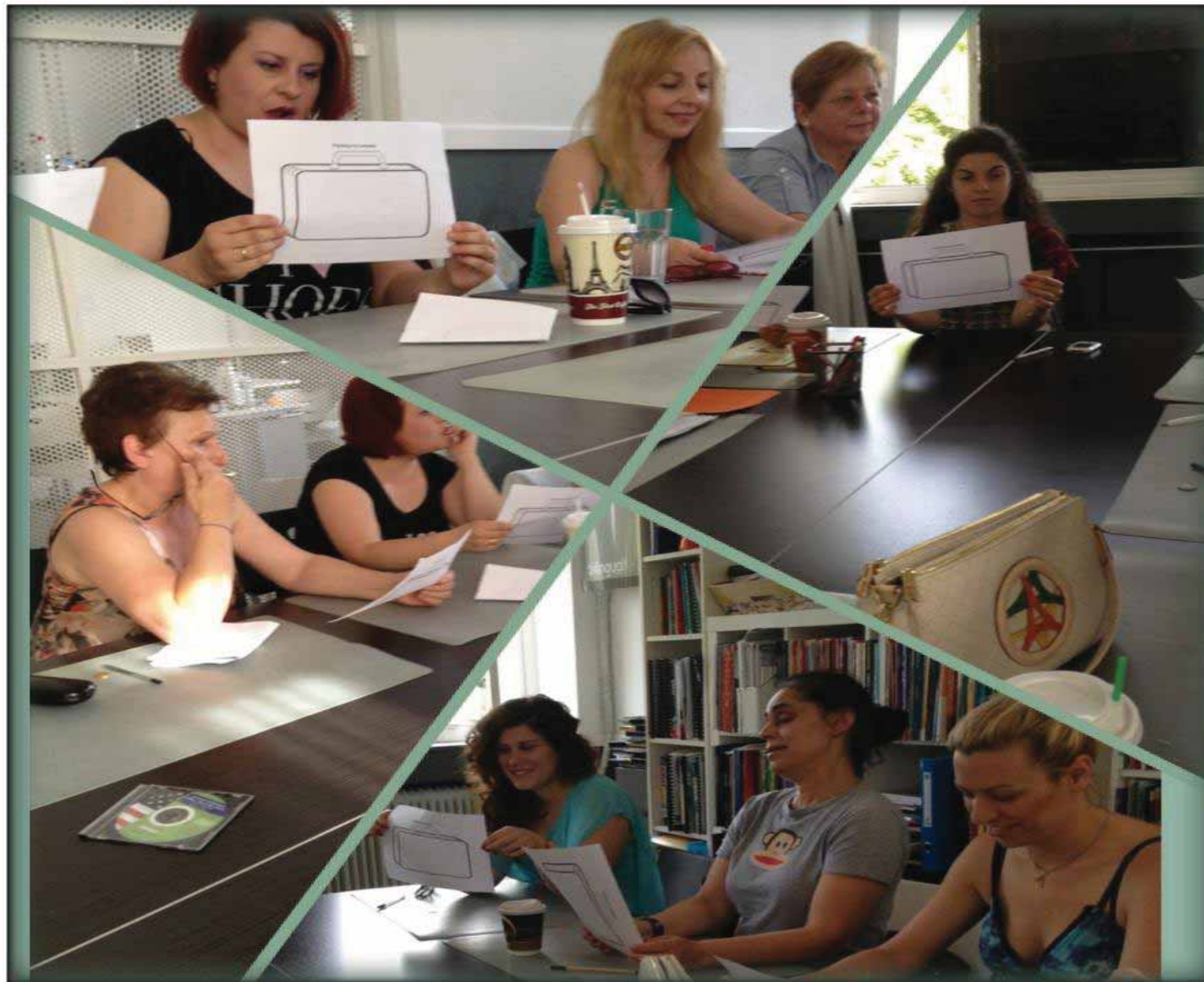


3. Baggage claim

Entertaining to a point where learners try to guess whose suitcase they got.

Strong Point : Guessing what one would pack in a suitcase according to physical appearance, sex, style and gestures is inviting in being observant and focusing on simple things that can reveal a personality.

Weak point : It's a tricky activity when someone doesn't play by the rules i.e. they might pack things that they never would in real life or some may not be that observant out of discretion.



4. Guess the logo

Entertaining and funny activity

Strong Point : Labels, brands and logos are easy to memorize and recall names in foreign languages.

Weak Point : Older learners focus more on what it sounds like and less on what it looks like compared to the younger ones who are impressed by images to a great extent

Outcomes & Results

Good team building activities that facilitate introductions and improve social skills by engaging adult learners in language interaction and reproduction in a fun way. New to those who are used to sticking to books and manuals. Inspiring to those who approach language learning in an alternative way

Difficulties encountered in the implementation

Due to too many WHATS? there is quite some repetition required to understand the steps of each activity and less the content because learning all these years has been mostly applied in a manner that leaves little space for imagination and entertainment

**POSSIBILITIES OF TRANSFERRING
THIS PRACTICE TO OTHER COUNTRIES**

Limitless.

Fun learning never hurt anyone it only made them more interested and more interesting.

Thank you for your attention



Interactive English Language School:
Presentation of Feedback from Good
Practice from Mobility 3

Activity 1: The Story of your Name



Benefits

- good for introducing new students
- useful for new classes
- helpful for remembering names
- may help to break down national barriers with many names coming from different languages

Inconveniences

- learners may be disappointed with the meaning or source of their name
- with some monolingual groups the meanings of names may be obvious to everyone

Activity 2: Baggage Claim



Benefits

- Interesting to find out personal information about other learners in the class
- Beneficial to share personal information in a group
- Creates more confidence and rapport between learners

Inconveniences

- May be difficult to think of three interesting things
- Students may feel demotivated if they can't recall any interesting things

Activity 3: Penny Story Telling



Benefits

- A beneficial way of sharing personal information
- Creates a more intimate atmosphere when students feel they can give or receive something personal
- It may help students to feel more confident
- It is interesting to learn personal information about each other

Inconveniences

- There may be a date on a coin where a learner cannot recall anything significant happening
- Something difficult personally may have happened on the particular date given

Activity 4: Name the logo



Benefits

- Brings an element of competition which can create a dynamic atmosphere
- Can be motivating for students
- Interesting to find out about other logos used in different countries

Inconveniences

- May be demotivating for students who don't recognise many logos