



**Peace
Corps**



Enhancing Textbook Lessons Through The Use Of Teaching Strategies

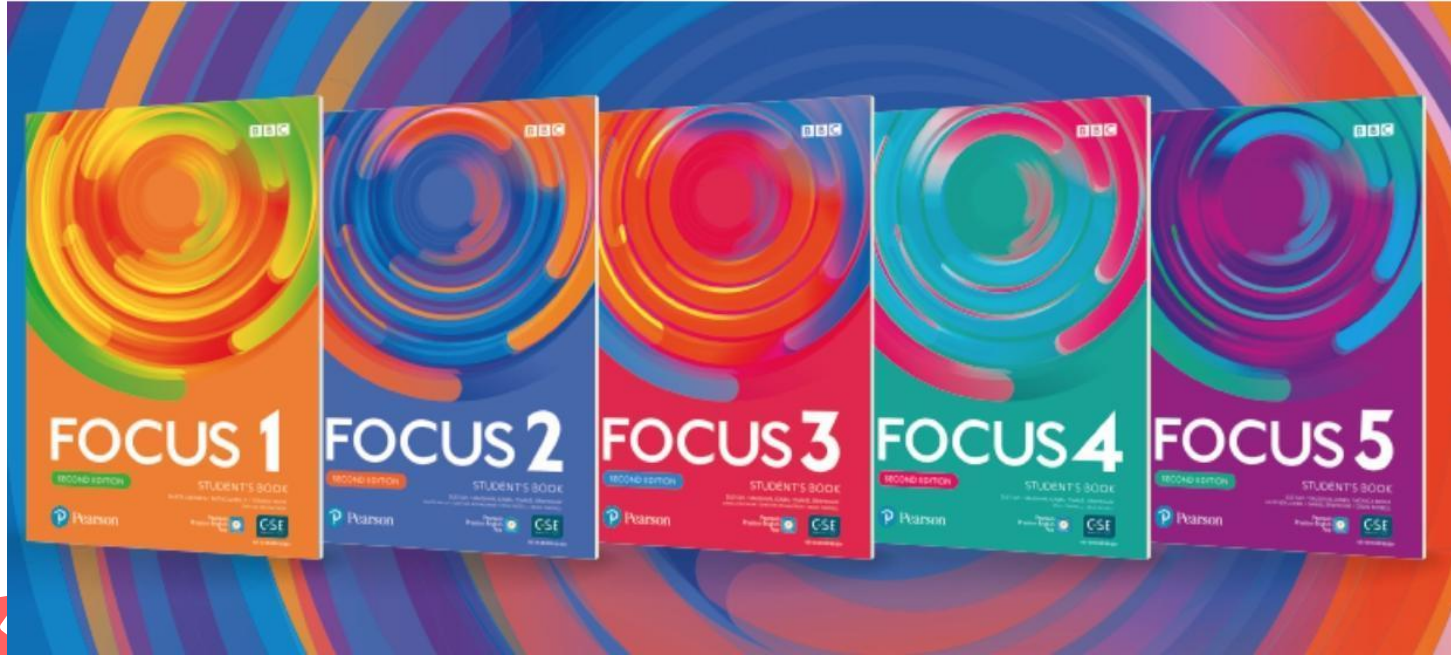
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PEACE CORPS

PEACE CORPS

- ❑ WHO ARE WE?
- ❑ WHAT DO WE DO?
- ❑ OUR GOAL?
- ❑ HOW LONG/HOW MANY VOLUNTEERS?



OUR WORKSHOP



Enhancing Textbook Lessons Through The Use Of Teaching Strategies

Objectives	<ul style="list-style-type: none">● Demonstrate how textbook lessons and topics can be taught using various teaching methods (or techniques).● Design lessons that follows all the requirements of the textbook, are engaging and interactive, and meet the learning objectives.
The Teaching Strategies	<ul style="list-style-type: none">● Classroom Gamification● Problem-based Learning● Cooperative Learning
Directions	<p>You will be divided into two groups where you will develop lessons or work through a lesson using one of the teaching methods above. Participants will learn about these methods and how they can be applied to many topics in both a primary and secondary English language classroom. We will end with think-pair-share, questions, and closing remarks.</p>

BREAK-OUT SESSIONS



SESSION TIMER

15:00

15:00

Problem-based Learning and Cooperative Learning

What we learned/future implementation

What?	<ul style="list-style-type: none">• Different Learning abilities joined to maximize potential• Groups students to solve open-ended problems• Encourages support and taking Responsibility• Promotes groupthink / Teamwork
Objectives	<ul style="list-style-type: none">• Critical thinking and analysis• Increases tolerance and acceptance of diversity
Things to keep in mind	<ul style="list-style-type: none">• Examine and define the problem.• Explore what they already know about underlying issues related to it.• Determine what they need to learn and where they can acquire the information and tools necessary to solve the problem.• Use/develop communication skills

Implementation in primary school	
Implementation in secondary school	

Classroom Gamification

What we learned/future implementation

What?	<ul style="list-style-type: none">• Takes a student's love for play to love for learning• Must provide clear rules and expectations• Progress should be visible
Objectives	<ul style="list-style-type: none">• To understand the benefits of gamification in classroom setting.• To apply learned vocabulary to solve the problem.• To retain learned information with a help of a game.
Questions to keep in mind	<ul style="list-style-type: none">• Does the game follows the objectives?• Does the game keeps students engaged?• Can students retain newly learned information?

Implementation in primary school	
Implementation in secondary school	



THANK YOU!

Classroom Gamification

What we learned/future implementation

What?	Gamification
Objectives	<p>To understand the benefits of gamification in classroom setting. To apply learned vocabulary to solve the problem.</p> <p>To retain learned information with a help of a game.</p>
Questions to keep in mind	<p>Does the game follows the objectives?</p> <p>Does the game keeps students engaged?</p> <p>Can students retain newly learned information?</p>

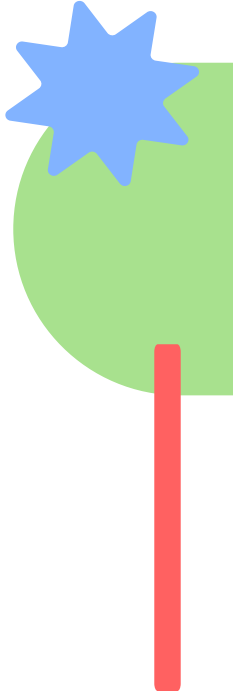
Implementa tion in primary school	Board Game with adjectives review while learning new facts about the environment
Implementa tion in secondary school	Escape Room with focus on reviewing grammar to escape

What is gamification?

Bringing game element into learning environment in interactive way to improve students skills.

Game elements:

- Action
- Social
- Immersion
- Creativity



How can it help?

Motivate -»keep students engaged

Interactive Classroom

- Award Point
- Role Play/ Story/ Plot
- Competition/ Work as Team
- Time = Pressure

