Skills-based educational materials for all languages

- ESL -

"Assessment with a Magic Touch" TLM Final Conference 19 May 2018

Anne Schrader

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What is THE LANGUAGE MAGICIAN?

= online game at 2 levels for primary children learning a language (French, German, Italian, Spanish, English)

- = diagnostic tool for the teacher
- = consists of: a manual
 - a Quick Guide
 - a video tutorial



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- a Speaking Module
- a song



Schrader

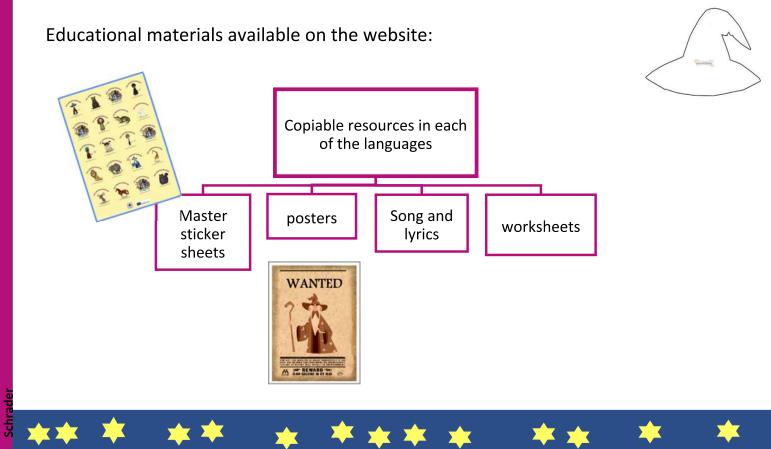


- ✓ Resources are optional
- \checkmark Intended to introduce the story and the characters of the game <u>before</u> pupils play it the first time
- \checkmark Familiarise pupils with the type of activities
- ✓ <u>After</u>: skill development

3 modules

- MODULE 1: 3 introductory lessons (to introduce the story, characters and challenge types)
- MODULE 2: 10 15 min activities to focus on problem areas
- MODULE 3: extra activities, e.g. at the end of the school year





✓ CEFR level: A1



- \checkmark Age group: 8 12
- \checkmark Topics: Animals, colours, fruits, parts of the body, clothes, numbers, likes/ dislikes
- \checkmark Resources: worksheets + detailed description, song
- \checkmark All 3 modules include activities based on all 4 skills:





Module 1

Content: Introducing Winivil Imagining Winivil & Avatar Q + A Wanted Poster Review



Timing:3 lessons

Use of the language: Q + A Like and Dislike Expressions Basic Verb Use (can, to be, to have...) Write Numbers Basic vocabulary (fairy tales, animals, colours, fruit, clothes)

Pronunciation&Intonation: Sound discrimination



Module 1: Lesson 1

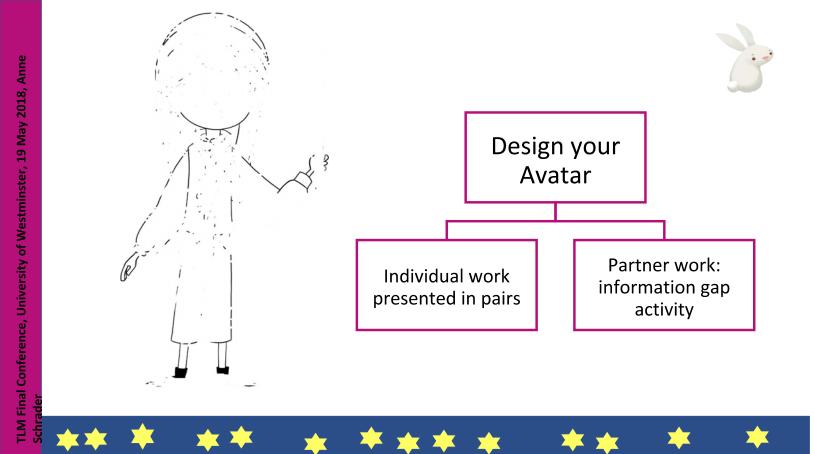
Picture Puzzle

Trained skills: Listening Speaking

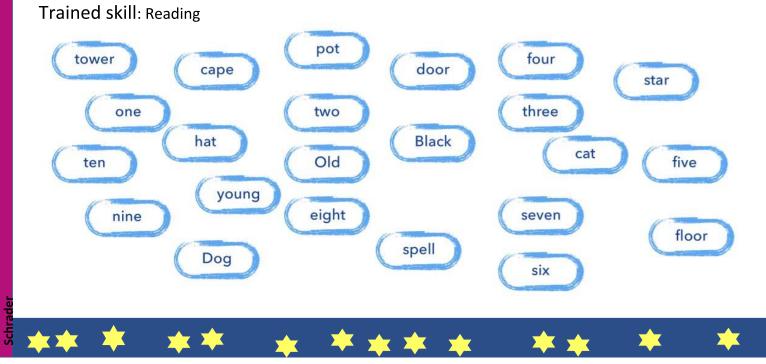
Vocab: Adjectives (long/ short, colours, plain/ patterned) nouns (appearance – glasses, beard, moustache, clothes...) simple questions







Casting a spell: Connect the numbers 1 to 10 in the right order. If you get the right shape, you win and will receive a reward label.



Module 1: Lesson 2



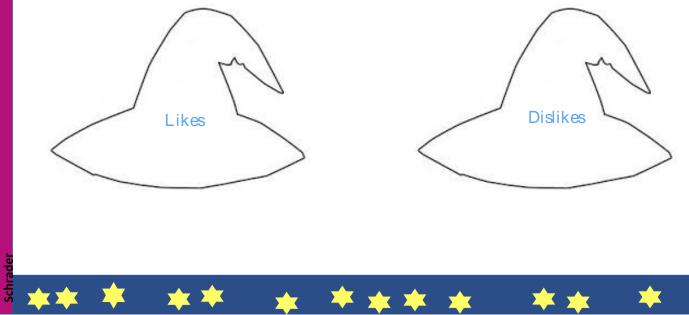
Read the room – Trained skills: Reading and Writing

Fru	its	Animals	Colours		
ban	ana				
<u>+ + +</u>	± ±	🔔 🛨 🚣	* *	<u> </u>	



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Trained skills: Listening and writing



Module 1: Lesson 3

Words in a Hat: Trained Skill – Listening/ Sound discrimination

Rebuild the words of the spell: Trained Skill – Reading



		1. Take a flow	erthatis				Prese 1		
Vnne		blue	glue	bloom	book				
018, 4		2. Add a hair that comes from a							
May 2018, Anne		pat	car		cat	cap			
10		3. Catch a and							
tminst		teeth	sheep	feet	meet				
f West	4. Think the magic will work.								
ersity o		house	mouse	hose	how				
Schrader	5. Like a my s								
erenc		girl	pearl	bird	grill				
al Conf		6. Keep my secrets in this							
TLM Final Schrader		room	rule	robe	broom				
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Module 2



Timing:6 sessions around 30 min

Use of the language: Basic vocabulary (fairy tales, animals, colours, fruits, clothes)

Basic verb use Basic prepositions Simple sentence structure Reading for information



Activity ,Complete the picture'

Trained skills: Listening or Reading, depending on specific task



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Activity ,Sentence in a bag'

LANGUAGE

Trained skills: Reading and Copying

EXAMPLES:

is T-shirt. He a wearing red Hair He blond eyes. Has got blue and Shining. is and in grass green sun The the



Module 3

Activity , Who is the Magician?' \rightarrow with fake identities

Trained skills: Speaking

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Question: Is it a boy? Answer : Yes (All the girls sit down). Question: Does he wear glasses? Answer: No (All the Boys with glasses sit down). etc.

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<u>x x</u>

Activity ,I made a poison and I put...'

Trained skill: Speaking

Pupil 1: I made a potion and I put in a frog!
Pupil 2: I made a potion and I put in a frog and a chair!
Pupil 3: I made a potion and I put in a frog, a chair and some chocolate!
Pupil 4: I made a potion and I put in a frog, a chair, some chocolate and a horse's tooth!
etc.





THE LANGUAGE MAGICIAN Song - English



Tututututu tututututu

Crocodile and cat and bear, You can help them, trapped up there! Horse and lion, dog, giraffe You can stop the Wizard's laugh.

Use your magic from, from the farm save your friends from evil, from evil harm Language has the magic, the magic power to save them from the Wizard's, the Wizard's tower.

Crocodile and cat and bear, You can help them, trapped up there! Horse and lion, dog, giraffe You can stop the Wizard's laugh.

Use your words to cast, to cast a spell save them all, yes, the mouse as well. Language has the magic, the magic power to save them from the Wizard's, the Wizard's tower.

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TLM Final Conference, University of Westminster, 19 May 2018, Anne Schrader

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Thank you. Vielen Dank. Grazie mille. Muchas gracias.

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