

January 19th, 2006
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Mid-Year Conference Workshop

Effective Team Teaching

(a.k.a. The One Everyone Has To Attend)

Schedule

1. Warm-up

- Ball Tossing Warm-up (ウオームアップの活動)

2. Explanation

- Our situation (学校における英語指導の様子)
- How we divide responsibilities (授業でのそれぞれの分担)
- Ideas and tricks we use to become more interactive (共同の作業)

3. Group Discussion

- Split into groups by using activity (活動のためのグループ分け)
- Each group discusses their topic and reports to the class
(トピックについて話し合い、全体に報告する)

4. Demo Activities

- Typhoon Game
- Cranium
- Translation Game

5. Q&A and Summary

Group Discussion Notes

1. Question -

2. Question -

3. Question -

4. Question -

5. Question -

Game Descriptions

Typhoon Game (can also be the Kaiju game)

- Draw a grid with at least as many squares as you have students on a piece of paper and assign each square a point value or designate it as a Typhoon (or giant monster).
- Draw the grid again on the board but DO NOT write in the points and Typhoons
- On the left side write a pronoun next to each row (I, he, she, it, we, etc.)
- Along the top write verbs above each column (go, like, read, etc.)
- Split the class into teams.
- One student makes a sentence using a pronoun and a verb in order to select a square on the grid. Their team is awarded that appropriate amount of points.
- Rotate through the teams giving each student a chance to make a sentence and answer.
- If they hit a Typhoon, they can choose another team that will lose all of their points (Variation 1: The team who hits the Typhoon loses all of their own points; Variation 2: The Typhoons also have point values and they can have that many points taken away from other teams.)

NOTES- I find that this usually takes an entire period, making it great for a serious review of a single grammar point. The kids (of all ages) seem to enjoy it and by the end of the class that particular grammar point has pretty well become second nature.

Cranium

- There are four categories in the game: Trivia (with T/F), Pictionary, Charades, and Hangman
- For Pictionary, Charades, and Hangman, you just need a list of vocabulary words, however you will need several trivia questions as well.
- Split the class into teams and have the first contestant from each team stand up
- You decide the first category, but I think Trivia is the best and easiest way to begin. The first student to raise their hand answers the question and each correct answer is worth one point.
- The student who correctly answered the question then chooses the next category (I have them roll a die where numbers 2-4 represent a category and 1 & 6 allow them to choose) and if it is Pictionary or Charades they will be the one drawing the picture or doing the gestures.
- For Hangman simply draw spaces for however many letters are in the word and slowly fill them in until a student figures it out.
- Continue until you are sick of playing.

NOTES- My kids had a great time with this, but getting some of them to do the gestures or draw the pictures was like pulling teeth. Still they all did it and no one cried. Except me.

Translation Game

- Come up with a string of questions
- Have your JTE translate them all into Japanese
- Split the students into groups (with smaller groups being better but lunch groups are okay)
- At first a single student from each group will go to the JTE and get a question in Japanese which they must memorize and report back to the group
- The question will then be translated into English and a *different* student will ask it to the ALT
- The ALT's English answer will also be memorized and reported back to the group where it will be translated into Japanese.
- You can do as many or as few question as you would like meaning the activity can be timed to fit your class.
- Afterwards, check the students' work.

NOTES- This is a very adaptable activity that combines listening, speaking, writing and translation making it quite useful. Don't do too many questions but make sure that at each student gets at least one turn talking to either the JTE or the ALT



Haikus Who?

under the tree
on the wall
in the box
near the table
by the window

presents



snowman



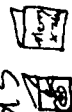
balls



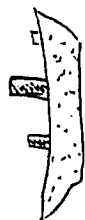
Christmas tree



cards



1



2



3

Who???

だれ?

例:



Becky
write
haiku

Who is she?
She's Becky.
She writes haiku.



Harry Potter
use
magic

Who is he?
_____ Harry Potter.
He _____ magic.



Kevin
live
Japan

_____?
_____ is _____.
_____ in Japan.



Demi
watch
cartoons

Who _____?
She _____.
She _____.



Ultraman
like
people

_____?

_____.

Cartoon Creativity

マンガを作ろう

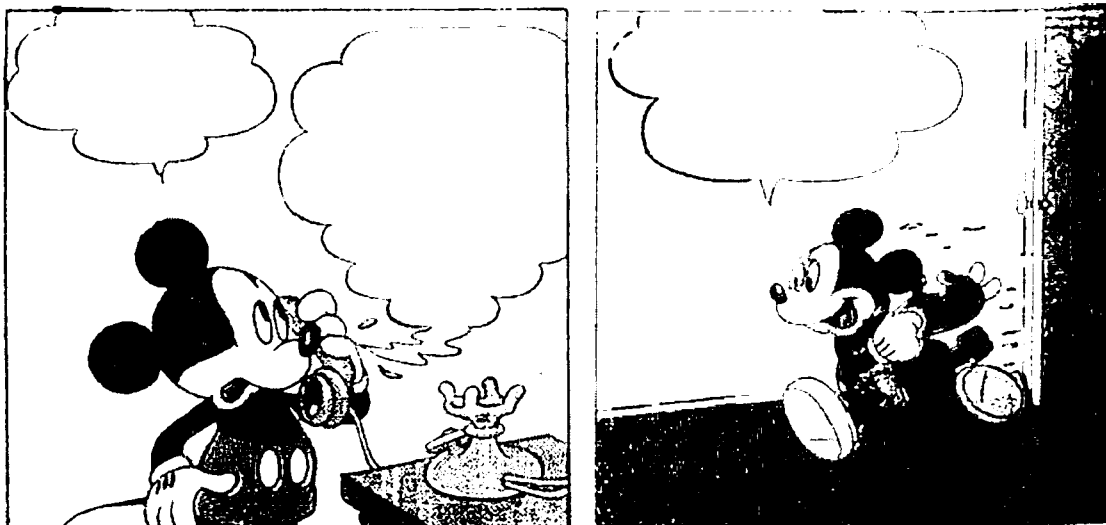
Write in your own story! 自分のたごを記入をして下さい。

But, make sure to use 'have to' and 'don't have to'.

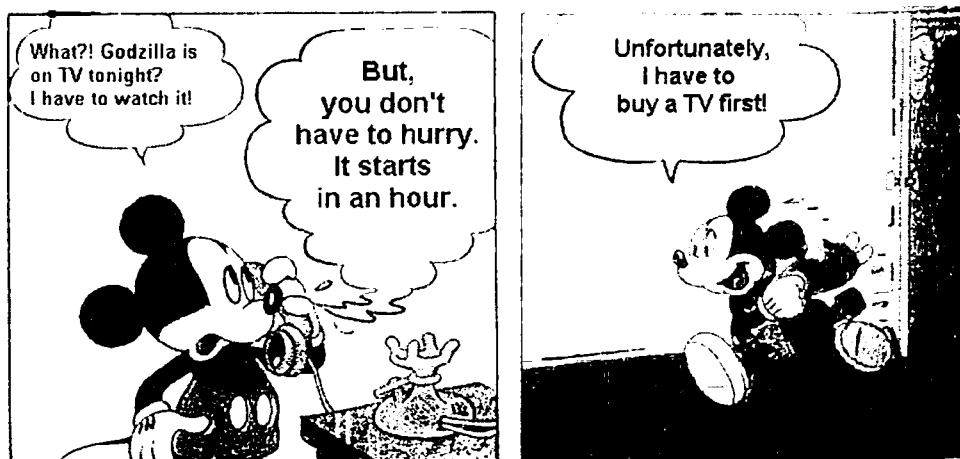
でも、「have to」と「don't have to」かならず使って下さい。

Word List

baseball 野球 difficult 難しい fun 楽しい when いつ volleyball バレーボール
shopping 買い物 soon すぐに again また what 何 come 来る
immediately 早速に something 何か help 手伝う remember 思い出す
room 部屋 game ゲーム movie 映画 homework 宿題 clean 掃除 play する



Example:



Unfortunately = あいにく

Who / That

例:



Fist of the North Star
comic book
buy
Japan

Fist of the North Star is a comic book that I bought in Japan.

例:



Batman
hero
fight
Joker

Batman is the hero who fought the Joker.

OK, your turn...



Natsume Souseki
man
write
Kokoro



Fantastic Four
movie
see
last month



Michael Jackson

_____ sing
Thriller



_____ this
_____ last year



Bill Gates
_____ Windows



Godzilla

TO BE 動詞



be動詞? やった!

1. We _____ in the library now. = _____ +
2. What _____ you doing yesterday? = _____ -
3. He _____ playing baseball yesterday. = _____ = _____

4. It _____ cold last week. = _____ -
5. They _____ studying English now. = _____ -
6. I _____ a student now. = _____ = _____

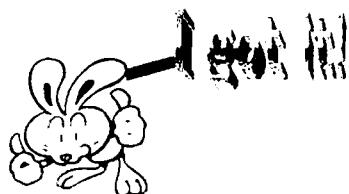
7. She _____ in Sendai now. = _____ +
8. They _____ cooking pizza yesterday. = _____ -
9. What _____ you doing now? = _____ = _____

10. We _____ listening to music last week. = _____ +
11. He _____ reading a comic book now. = _____ -
12. It _____ hot today. = _____ = _____

13. I _____ sleepy yesterday. = _____ +
14. She _____ in Tokyo last month. = _____ -
15. You _____ finished now. = _____ = _____

a=1
m=2
r=3
e=4
w=5
s=7
i=8

Secret Code - _____



*Shut up!
I'm reading!*