

Sing Yin Secondary School

The Design of School-based English Language Projects – A Glimpse through Teaching Short Stories and Drama

校本英語教學計劃-短篇小說及戲劇初探

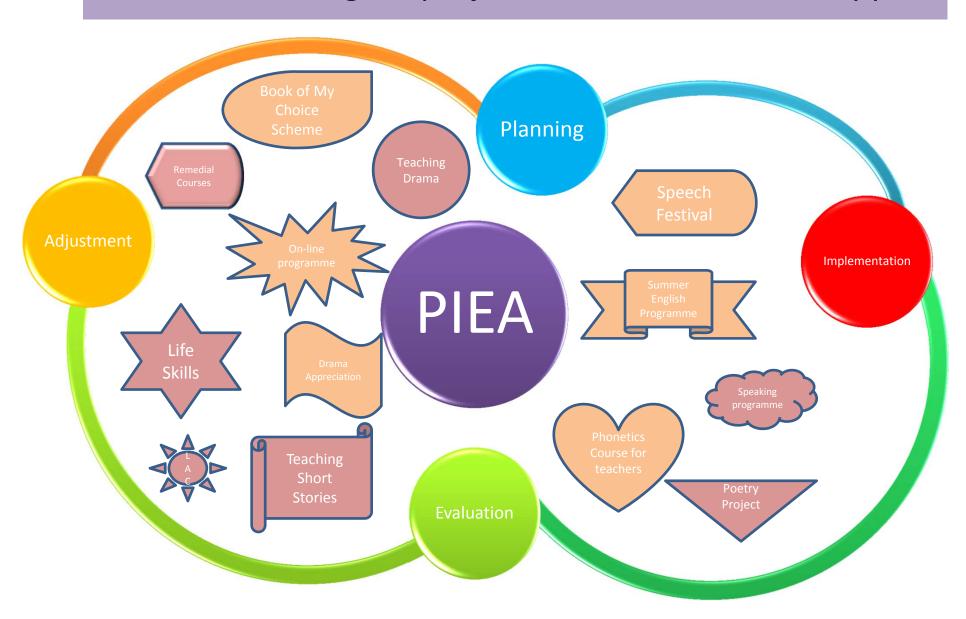
Date: 10th May, 2014

Presentation Run-down

- Introduction to the design of school-based projects
- Teaching Short Stories
- Teaching Drama
- Achieving Sustainability

Introduction

School-based English projects under Additional Support



The two projects to share today

1. Learning English through Short Stories

- -- adopted as an elective module for the senior curriculum since 2009
- -- to leverage the teachers' experience to further extend students' interest and abilities

Drama activities

- -- to enrich the curriculum of the lower forms
- -- to enhance students' communication skills (projection of voice, body language, confidence, etc.) through drama techniques

The PIEA Model – Planning – Implementation – Evaluation – Adjustment

P – Planning (Plans with objectives) Planning A – Adjustment Implementation (Adaptations (Tryouts with observation) for sustainability) **PIEA Implementation** E – Evaluation (Reviews on design)

Teaching Short Stories

Background

- 1. One of the three chosen electives
- 2. To be introduced in the second term of S.4
- 3. Lesson allocation: 20 lessons

Planning

- 1. Started in July 2012
- 2. Completed in July 2013
- 3. Based on the teaching/learning experience in the previous three years (2009, 2010, 2011)
- 4. Ongoing evaluation

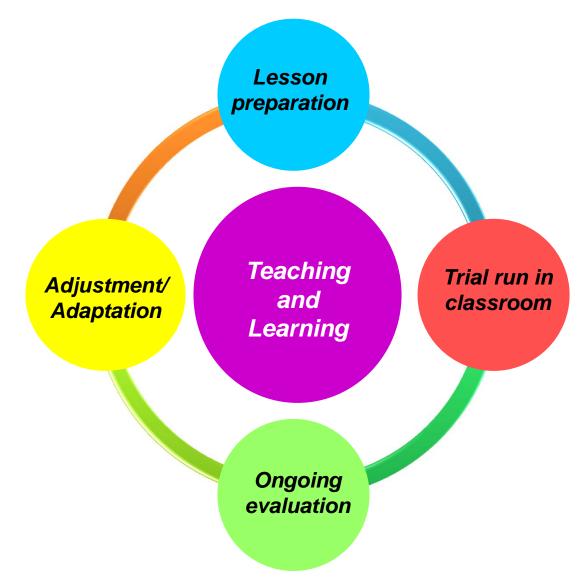
Support

1. Reference materials from seminars

2. Short Stories course book (adopted since 2009)

3. Lesson plans, handouts, worksheets, evaluation of the previous three years

Ongoing 'learning' experiences



The School-based Short Stories Package

1. Teachers

- * 10 lesson plans
- * Power-Point slides
- * Appendices

2. Students

- * Handouts
- * Worksheets
- * Extended Reading Materials

The ten lesson plans

- Lesson 1. Introduction
- Lesson 2. Appreciating Short Stories
- Lesson 3. Plot Structure
- Lesson 4. Setting
- Lesson 5. Theme
- Lesson 6. Characterisation and Dialogue
- Lesson 7. Openings and Settings
- Lesson 8. Twists
- Lesson 9. Imagery, Similes, Metaphors and Symbols
- Lesson 10. Telling a Story

Implementation

- February June 2014
- The package has been uploaded to the school intranet so that S.4 teachers could use the lesson plans, worksheets, handouts, appendices and Power-Point slides or make adaptations of them for their own lessons.

Assessment & Adjustment

Peer lesson observation

 Ongoing evaluation from students' responses in lessons

 Adjustment made based on students' feedback as shown in worksheets

Samples of Students' Work

Before Lesson One (2 samples)

Lessons One and Two (8 samples)

Lesson Three (4 samples)

Lesson Four (2 samples)

Sharing of Story Titles



What students think about the module



Teaching Drama



B.R.I.E.F.

- Build confidence
- Reinforce what you have learnt
- Improve English language skills
- Evaluate what you have performed
- Foster team spirit



Contents

- Elements of Drama
- Speak out- Act up

Mime: Mirror Images

Building a Story

Creating a Scene

- Adventuring Into Drama
- Game Dictionary



Elements of Drama

- A drama tells a STORY and includes: character, setting, plot and theme
- Tips for Performance
- 1. Big voice, Big actions
- Stay in Character
- 3. Have lots of Energy
- 4. Being nervous is OK
- 5. Have FUN



Lesson Plan

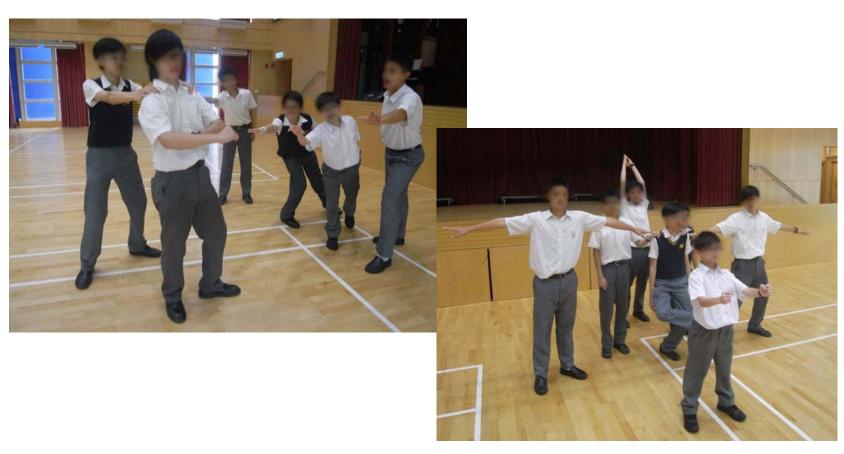
- Target group: S2
- No. of Students:40
- Time: 40 mins
- Venue: School Hall/ Activity Room/ Covered Playground
- Theme: Non-verbal Language
- Motivation: Demonstration (T)
- Development: Warm –up Practice (SS) & Distribute Picture Postcards(T)
- Consolidation: Perform on the stage(SS) & Guessing game (SS)
- Feedback (T& SS)

Picture Postcard





Picture Postcard





- Picture Postcard : Waiting for a Bus
- Original Version
- Picture 1: Students waiting impatiently for bus
- Picture 2: Bus goes past without stopping
- Picture 3: Students angry



- Modified Version
- Picture 1: Students <u>are</u> waiting impatiently for a bus.
- Picture 2: A bus goes past without stopping
- Picture 3: Students <u>are</u> angry/ <u>react</u> angrily.



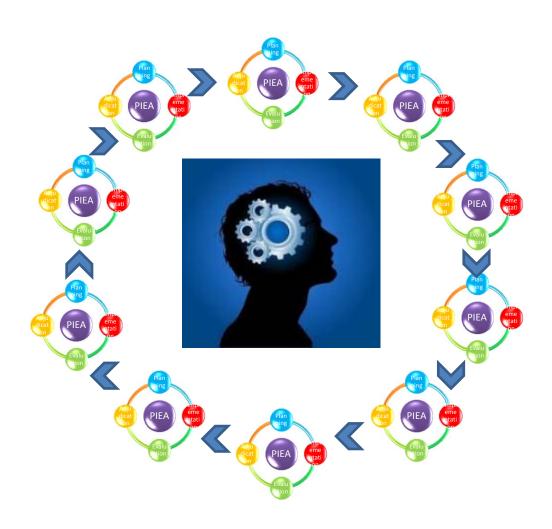
Game Dictionary

- Example 1: The room is full of.....
- Example 2: 'I have got a present for you!'
- Example 3: Emotional Shutdown
 Four Commands: 'Television, Radio, Theatre and Let it go'



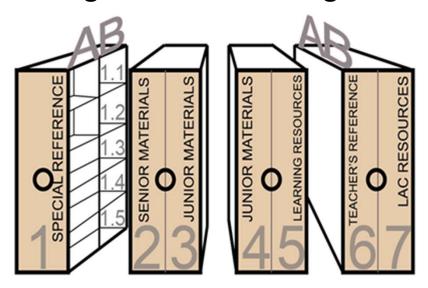
Achieving Sustainability

Achieving Sustainability through the PIEA model



Achieving Sustainability through resource management

A pool of materials gathered in our English Resource Bank



On-going adjustments and development of lesson plans

With on-going adjustments, we, as a team, have the projects sustained to meet the needs of our students.



Thank You!

Questions?