

I'll Take Games and Grammar for \$100.00



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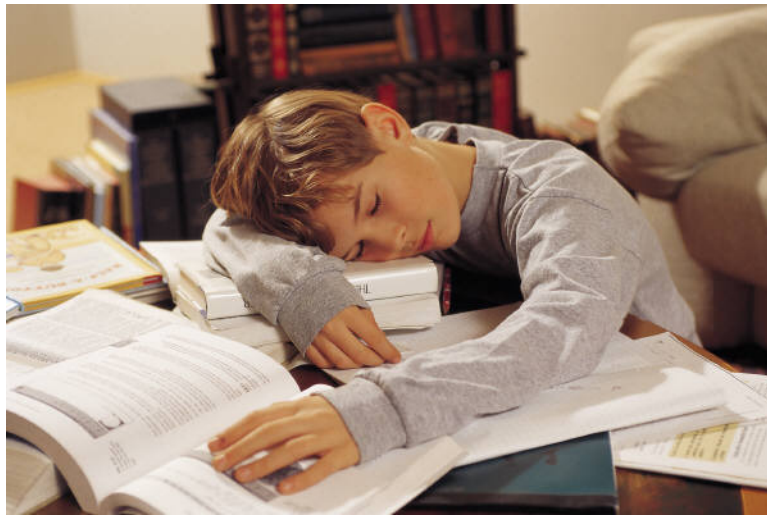


Workshop Agenda...

- ◆ Introductions and Experiences
- ◆ Why is it a struggle to get students to use the target language?
- ◆ How can using classroom games and activities help teach and assess grammar?
- ◆ Student Surveys
- ◆ Assessment: the basic do's and don'ts
- ◆ 10 Games you can use on Monday!



Why won't they speak in the target language?



- ◆ **Cognitive / Intellectual Development:**
Jean Piaget
- ◆ **Socio-cultural Development:**
Lev Vygotsky
- And...
- ◆ **Motivation...**



Why use games?

Move from teacher-centered instruction to:

- ◆ Student-Centered Instruction
- ◆ Constructivist Approach
- ◆ Activities that appeal to Multiple Ways of Learning (Theory of Multiple Intelligences)





Why use games?

Robert Pike (1989) *Creative Techniques Handbook*:

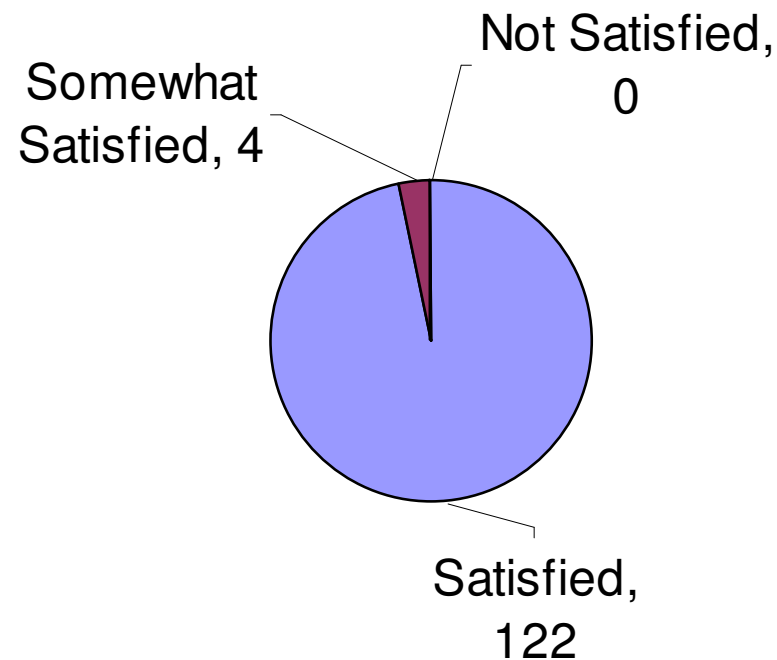
We retain:

- 10% of what we read
- 20% of what we hear
- 30% of what we see
- 50% of what we hear and see
- 70% of what we say
- **90% of what we say and do**



The Survey Says...

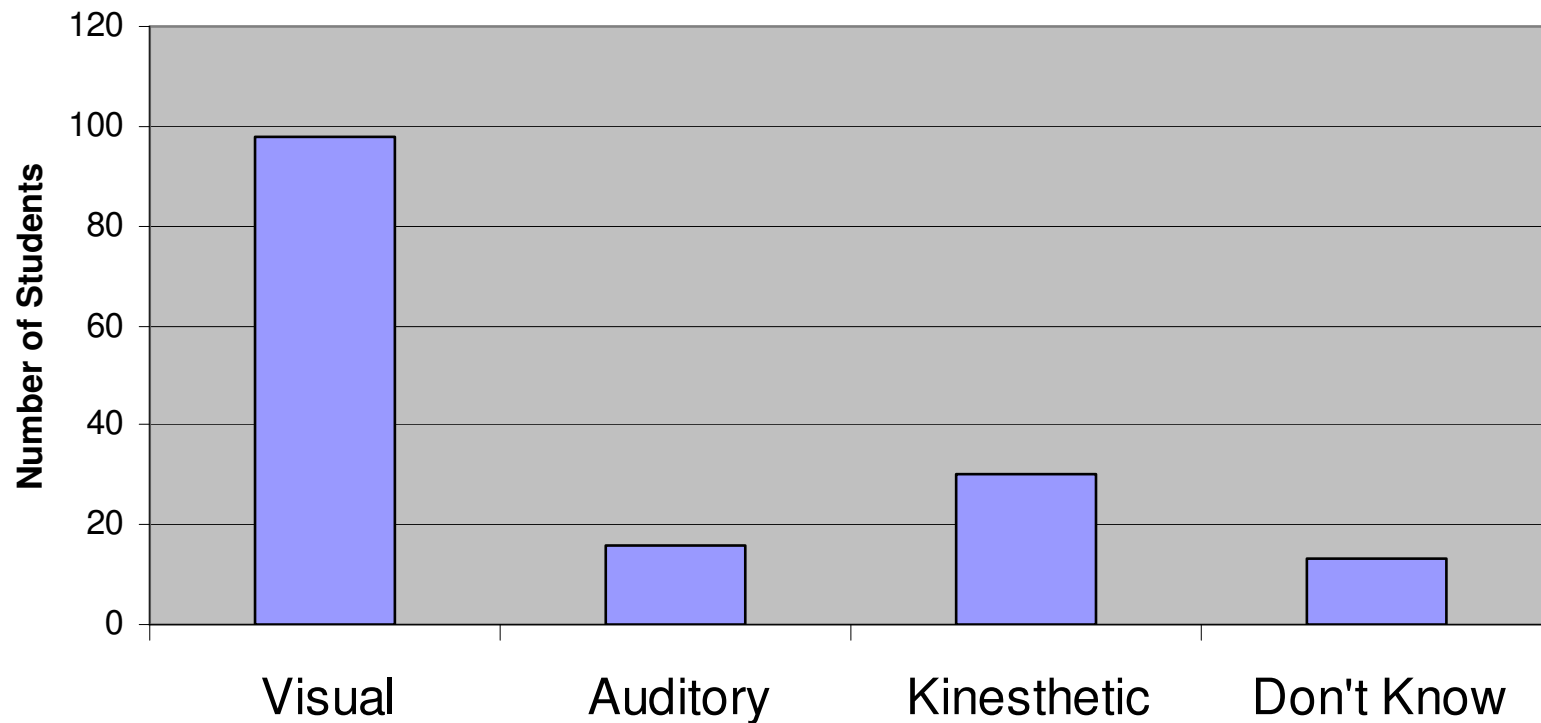
- ◆ How satisfied are you with the way your teacher is teaching the course?





The Survey Says...

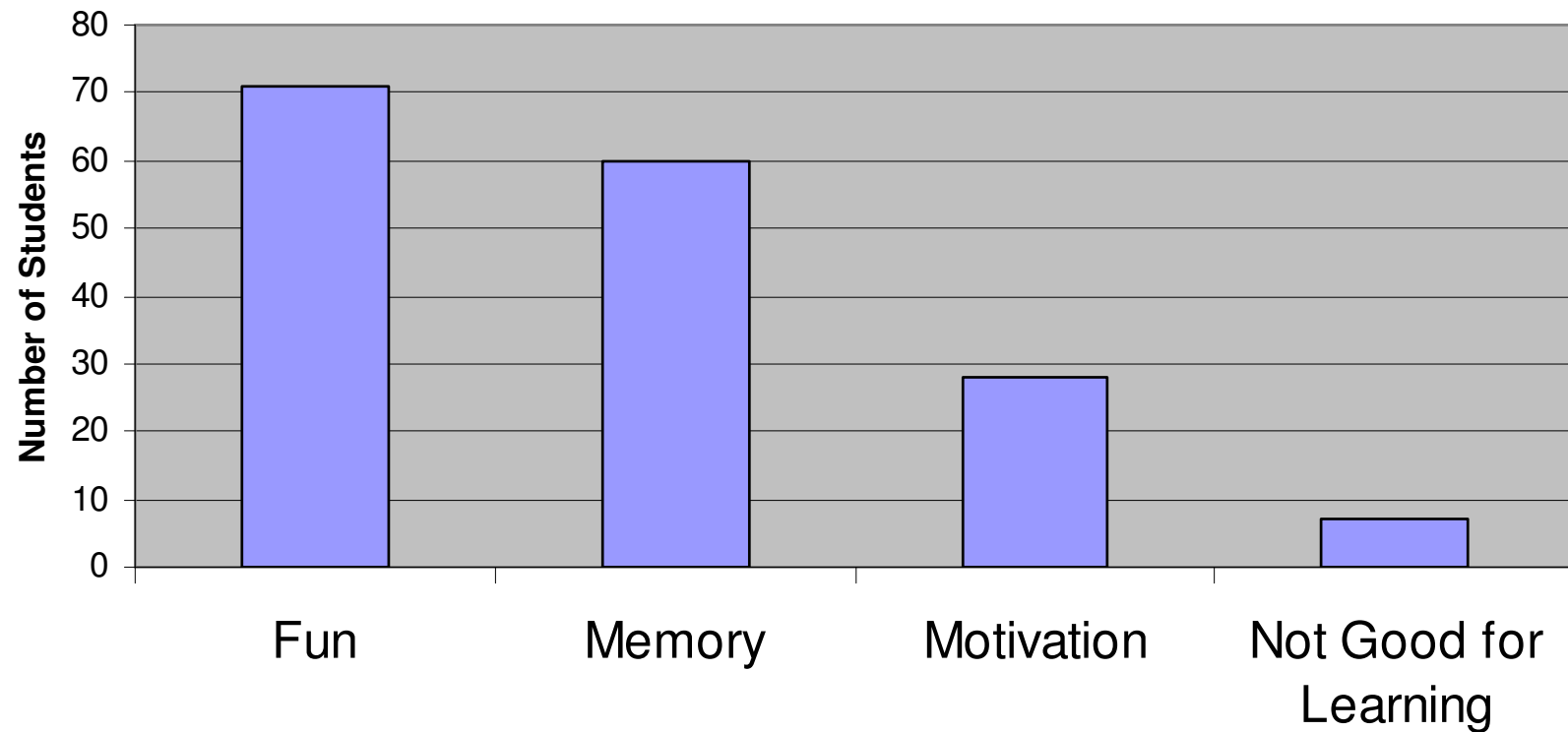
◆ What type of learner are you?





The Survey Says...

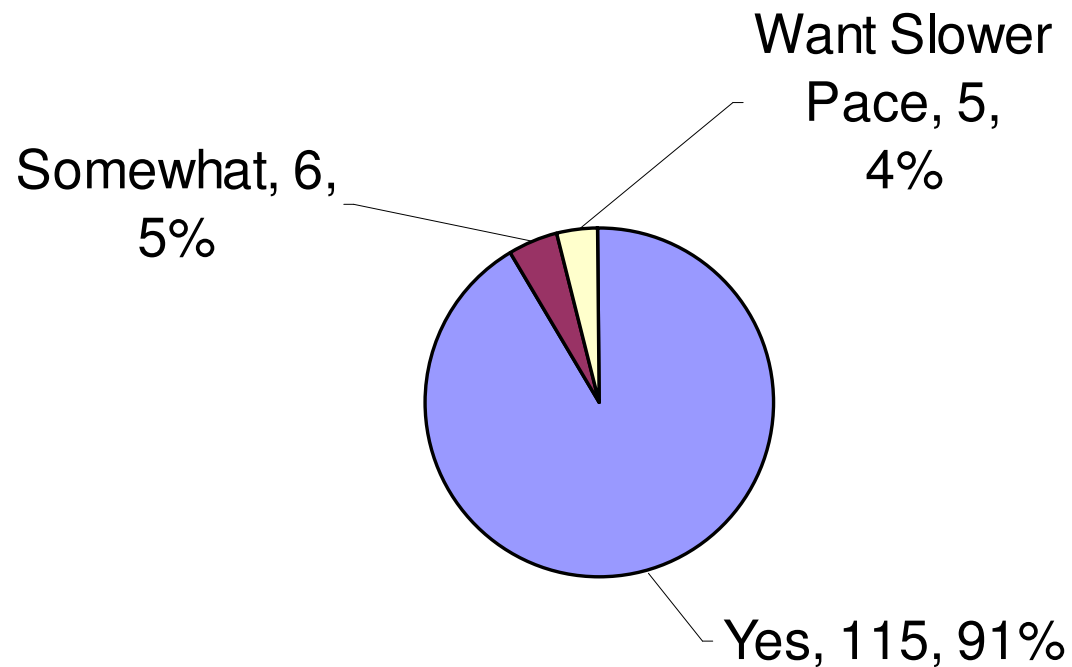
◆ Why do you like playing games in class?





The Survey Says...

◆ Do you think you are learning the material?





The Students Say...

- ◆ What would you change in the way the class is taught?
 - “Nothing. But I would allow the students to turn in work late without an infraction.
 - “Get rid of weekly quizzes.
 - “Don’t make parents sign tests and quizzes.”
 - “Make the homework count for more of the total grade.”



What the Students Say...

- ◆ What would you change in the way the class is taught?

Things to consider:

- “Review new material slower.”
- “More verbal (oral) quizzes and tests.”
- “More notes.”
- “Less pressure to participate”



Using Games to Assess Student Learning

The Do's:

- ◆ Model Activities: Do they understand the game?
- ◆ Validity: are you assessing comprehension or spelling (or both)?
- ◆ Reliability: grading criteria- “Who wins?”
- ◆ Consistency: testing should mirror instruction

The Don'ts:

- ◆ Don't get frustrated if “they don't get it at first”
- ◆ Don't penalize for mistakes that are not in the scope of the activity.
- ◆ Don't make the rules complex.
- ◆ Don't test what you have not taught.



10 Games You Can Use On Monday!

- ◆ Human Sentences
- ◆ Spoiled Little Brat
- ◆ Ping Pong
- ◆ Deal or No Deal
- ◆ Where in the world is Carmen's friend?
- ◆ Guess who?
- ◆ Mata Mosca (Swat the Fly)
- ◆ Pack that Mess!
 - Variation and extension: "Taxi!"
- ◆ Carousel Brainstorming
- ◆ Jeopardy





Thank you!



谢谢你



Obrigado!



Merci

Köszönettel



Arigato

